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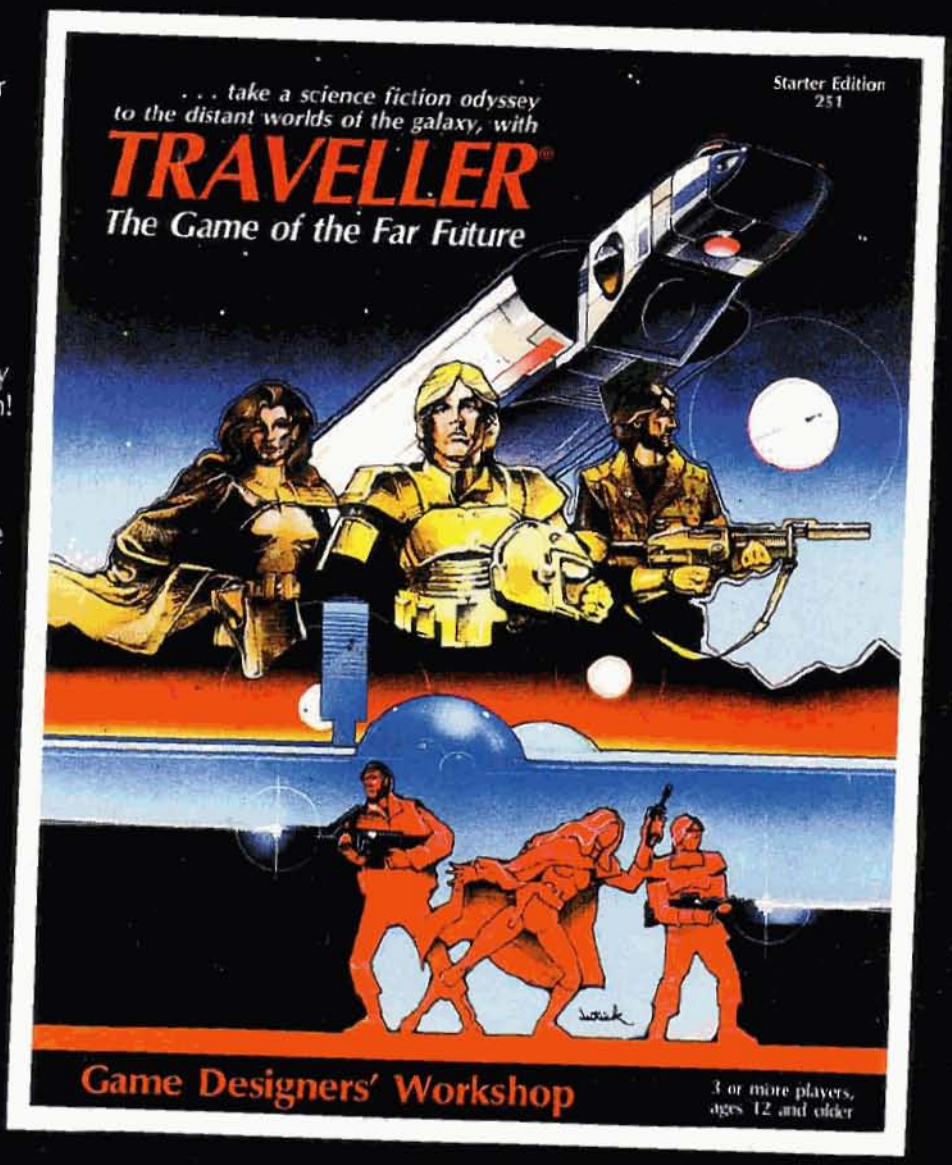

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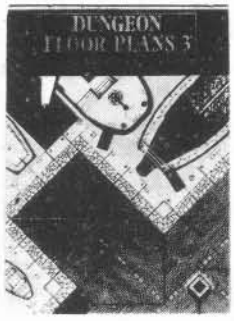

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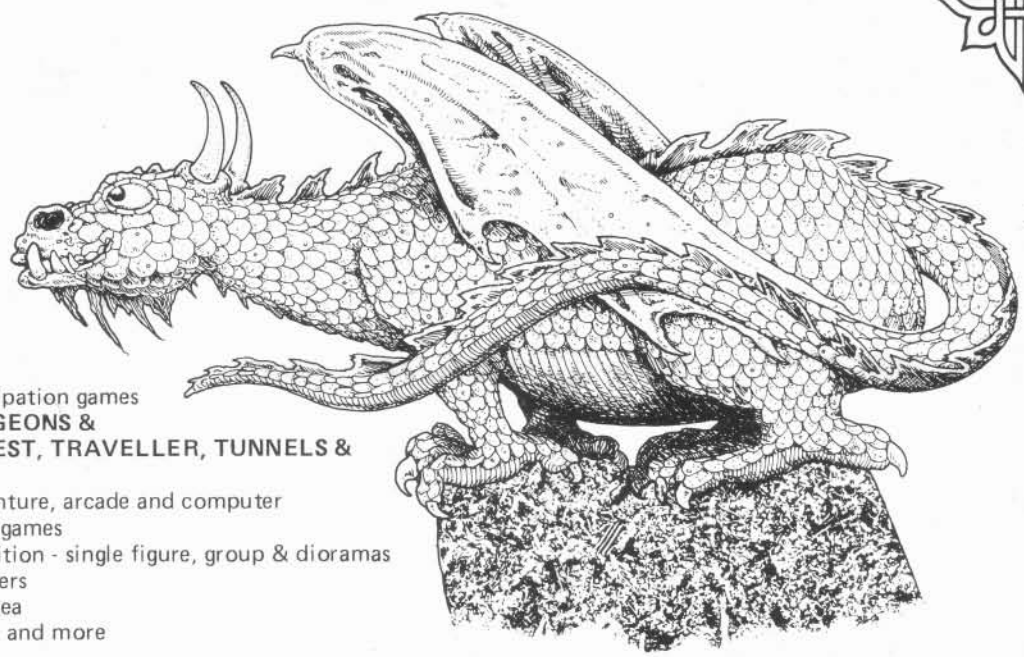

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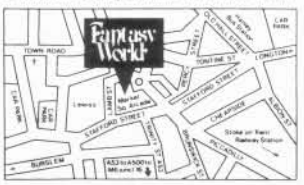

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EDITOR: Ian Livingstone
STAFF EDITORS: Albie Fiore, Jamie Thomson
CONTRIBUTING EDITORS: Lewis Pulsipher, Andy Slack, Oliver Dickinson, Roger E Moore, Dave Langford, Mike Costello, Bob McWilliams
PRODUCTION EDITOR: Albie Fiore
ART EDITOR: Mary Common
PRODUCTION ARTIST: Liz Lindars
PASTE-UP ARTIST: Brian Cumming
COVER: Jim Burns
ILLUSTRATION: Gary Chalk, Ian Appleyard, Kevin Bulmer, Gary Mayes, John Mould, Emmanuel, Nic Weeks, Trevor Hammond
PHOTOGRAPHY: Richard Harcourt, Liz Lindars
TYPESETTING: Sushma Solanki
ADVERTISING MANAGER: Clive Bailey
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In the editorial of issue 41, I highlighted the demise of some well-known game companies. Since then we learn that *Metagaming* are now in liquidation. Some of the remaining companies are turning their attention to making computer software games. Indeed, why shouldn't they? The market is big and growing. But I for one hope that new boardgames and RPGs continue to be produced because of the enjoyment generated by player interaction. There just isn't the same satisfaction to be gained from out-smarting or pouring verbal abuse on a teleision screen. Losing friends is much more fun!

Ian Livingstone

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CTHULHU NOW!

Part 2: Mini-scenario Outlines by Marcus L Rowland

Three scenario outlines for *Call of Cthulhu* in the 1980's, using new skills and rules from *WD42*'s article.

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Players Information
Jim Kildare, a well-known TV personality who presents the weekly programme *Psychic World*, has offered the team jobs as researchers for his show. The team have been invited to his London home one evening in early November, to dine and sign their contracts. When they arrive they find that the house is completely dark and the front door is slightly ajar. Strange crashes and croaking noises can be heard.

Referees Information
A British cult worshipping Nyarlathotep covers its activities by posing as a crank philisophical movement, *The Sons Of The Earth*, who claim to renounce all forms of technology. A few months ago they decided to speed their operations by transferring some of their occult lore to a computer data base. The purchase should not have been noticed, since it was arranged via a third party, but a journalist happened to pass their headquarters while the machine was being delivered and wrote a short article which appeared in several computer magazines, speculating on their reasons for the purchase. The data transfer was successful, and the files created retained the full potency of the original volumes, possibly by Nyarlathotep's direct intervention. Kildare saw one of the articles, and was sufficiently intrigued to try and find out the reason for the purchase, since he thought it might make a good story for his programme. When the cult refused to answer any questions he called a contact at the computer company, who told him that the machine was a multi-user device which could communicate with home machines by telephone. Kildare had the necessary equipment on his own home computer (used for word processing and research) and managed to discover several unlisted telephone numbers for the offices. He decided to try to interrogate the machine by phone to learn more about the group's activities. To his surprise there were no problems, and he did not even need to use a password to contact the computer. However, as soon as he began to read the books stored by the cult he realised that something was badly wrong (and lost 5 points of SAN). What Kildare did not realise was that the cult had fitted a tracing device to the computer, which gave them his home telephone number and (with a little research) his address. Kildare has spent the last three evenings reading the books stored on the computer, gaining 14 points of *Cthulhu Mythos* knowledge (and incidentally losing more SAN). He does not yet realise that the books represent anything more than a compilation of legends. Meanwhile, the cult have sacrificed two tramps to Nyarlathotep, who has responded by sending one of his Hunting Horrors to Kildare's House. It arrived a few minutes before the team, crashing through the roof and attic floor at the back of the house, and has now cornered Kildare under his steel desk. As the team reach the house it is preparing to throw the desk aside and kill him. If the team enter immediately and rush to his aid it will be diverted, otherwise he will die, and the creature will leave the way it came. If Kildare survives he will be insane, since his reading and the sight of the creature have drained too many points of SAN. Searching Kildare's house will reveal the wreckage of his computer (formerly in the attic, now on the second floor) and several hundred pages of printed data from the cult's files. Kildare's printer used a modernistic typeface, and although the pages include almost all the Necronomicon they will give *Cthulhu Mythos* knowledge (and a corresponding loss of SAN) without any chance of spells. *Spot Hidden Object* will reveal a notepad under the papers, recording the cult's telephone number and address. The contracts have been destroyed. The cult's headquarters is in a house near Regents Park, and holds 5d4 cultists of whom 1-3 carry firearms and 1-4 have spell knowledge. The ground floor is an apparently innocent suite of offices with a receptionist who is a cultist. On the upper floors are the computer room, and a library holding several hundred innocuous books hiding a complete English *Necronomicon* and the books *Nameless Cults* and *True Magick*. The basement is a soundproofed temple of Nyarlathotep and contains gold ornaments worth five hundred pounds. At any time 3d4 more cultists will be away from the temple, and may revenge any action the team takes.□

TRAIL OF THE LOATHSOME SLIME

Miniscenario for 3-5 player characters

Players Information
The British Animal Preservation Society (BAPS) have received reports suggesting that the noise and explosions of a recent war have seriously upset the ecology of the Lesser Barbed Penguin, an endangered species found only on a few Antarctic islands. Accordingly, they have financed an expedition to see if anything can be done to aid the species, hiring various experts and explorers including the team. When the ship sails from Dover all is well, but by the time it reaches the Antarctic two crewmen have died in mysterious accidents and another seems to be permanently insane...

Referees Information
No matter how hard the team try to find a common cause they will learn nothing, since the accidents were caused by carelessness and the intense cold, while the insanity was caused by the crewman, an alcoholic, accidentally drinking methylated spirits

instead of whisky.

There are a total of 14 explorers and scientists including the team on board the ship, which is supplied with a variety of equipment including a hot air balloon for silent aerial observation of the birds, a two-seater helicopter, two four-wheel drive trucks, and several rubber boats and tents. There are no weapons on board apart from those the team possess, a .45 revolver and a 9mm machine pistol in the captain's safe, and a shotgun owned by one of the truck drivers. It is possible to improvise some additional weapons from the equipment on board (helicopter fuel, signal flares, etc) but players should be allowed to deduce this

fact for themselves. Unless players specifically state that they are preparing firearms for Antarctic conditions their weapons will have double the normal chance of malfunctioning. When the ship reaches its destination, a large deserted island, there are no signs of the usual swarms of penguins. Instead a few scattered birds can be seen on the rocky shore. The first landing parties will discover that the rocks are covered with a curious clear slime, amongst which are the pulverised bones of several thousand penguins. All of the penguins seem to be ill, and there are no mating activities.

During the recent war a cruiser fired a missile which went off course and landed on the island, striking a cliff and causing a major landslide. Buried in a cave deep under the island were two hibernating Shoggoths, and the rock fall allowed sufficient air into the tunnel leading to the cave for them to revive and break out. Their first action was to feed on the defenceless penguins, and they emerge from the cave at night to pursue the survivors. If a camp is set up on the island the creatures will attack it the next night, retreating to their cave if they take more than half damage. If the creatures can destroy the entire camp and eat its occupants they will return to the cave to digest their meal. In either case they will leave a trail of fresh slime leading to their cave, a few miles from the landing site, and their shrill whistling cries will be heard by the team but not recognised unless they have prior experience of the creatures, or make a successful *Cthulhu Mythos* roll. Whatever the team's actions, the shore party and ship will be subject to nightly attacks until both Shoggoths are killed or they sail at least ten miles from the island. The cave in which the Shoggoths were imprisoned holds three peculiar stone sculptures, of Old One manufacture, and the corroded remains of a metal machine or sculpture whose function is not apparent. The sculptures are worth several hundred thousand pounds to any interested museum, such as that at Miskatonic University, while the metal structure is part of the Old Ones equivalent of a computer and would be worth an equivalent amount to any research firm. Both the sculptures and machine weigh several hundred kilos and are embedded in the rock.

If an attempt is made to radio for help it will be discovered that the island is in a natural dead area, where it is impossible to transmit for more than a few miles. If the island is searched thoroughly there is a 25% chance that one or more unexploded bombs will be found.□

Cthulhu Now!

Campaign outline for 5-8 experienced characters

There they intend to lower it into a volcanic fissure and trigger an eruption that should bring R'lyeh back to the surface and release Cthulhu to rule the world...

Players Information

Sir Maxwell Lyon, a well-known ecologist and TV Pundit, is also the founder of *Peace Force*, an environmental group which is frequently in opposition to government and EEC policy, and has had several brushes with the law. In recent weeks four senior members of the society have been slain in brutal, almost ritualistic killings, and he has decided to recruit some investigators to find out the reason for the deaths. He hints that the society is about to launch some ambitious but illegal project, but refuses to give any details, and suggests that the murders may have been committed by a government 'Dirty Tricks' department. He is prepared to provide any reasonable quantity of funds, but wants quick results.

Referees Information

Peace Force are about to launch their most ambitious project, an attempt to stop a NATO nuclear test in the Pacific. They plan to fly an old cargo plane into the area and drop eighteen dedicated volunteers onto the test island by parachute. The volunteers will then disperse down to a cave 500 metres below sea level and, equipped with radio transmitters and concentrated iron rations, will hide and transmit propaganda until the test is cancelled. What Peace Force do not know is that a group of Cthulhu worshippers plan to steal the bomb and deliver it to another island, a hundred and fifty miles to the East. There they intend to lower it into a volcanic fissure and trigger an eruption, which will initiate a wave of mountain building that should bring R'lyeh back to the surface and release Cthulhu to rule the world.

One of the Cultists covered his darker activities by membership in the Peace Force organisation, and chanced to learn of their plans for the weapon test. When he reported to the cult they decided to disrupt the plan, and thus avert any possibility that the ecologists would get in their way, by killing some of the organisation's leaders. They feel sure that a continued campaign of terrorism will be enough to stop the protest.

For this reason, both Lyon's home and the offices of Peace Force are under observation and bugged by cultists. The offices are also being watched by the police, who suspect that Peace Force are involved in some sort of illegal activity but know no details. Once it becomes apparent that the team have been hired by Lyon the cultists will attempt to murder them, as well as members of Peace Force, with the majority of the assaults being made by lone assassins armed with daggers and carrying poison capsules so that they cannot be interrogated if caught. They naturally carry no identification. The cultists will typically try to catch their victim in their most vulnerable moments (in bed, alone in lifts, while taking a bath, etc) and do their utmost to disfigure the corpses before fleeing. If this proves impractical they may attempt to cast spells such as *shriving* against their victims, and thus give a clue that cult activity is involved.

Sooner or later they will attempt to kill Lyon and probably succeed, but a private trust fund established before his death will continue to pay the investigators. Lyon's lawyer knows nothing of his plans.

By the time the investigators have learned what Peace Force plan (preferably by saving the life of a member who tells them in gratitude) the majority of the cultists will already be on the test island, holed up in a cave near the test site. They are equipped with military equipment including a helicopter, rocket launchers, nerve gas, and machine guns, and will be aided by 8d20 Deep Ones who will attack the NATO forces guarding the bomb after it is armed but before it is lowered into the test cavern.

The investigators will have great difficulty in convincing NATO that something is going to happen – the only likely result is that they and all known members of Peace Force will be arrested until the test is over. The only practical way to reach the island in the time available is for the investigators to join the Peace Force parachute mission and try to do something on the spot.

The bomb itself is a 1-megaton missile warhead. If it explodes in the original test cave the entire island will suffer a severe but survivable earthquake inflicting 3d10 damage on all present. Surface explosions will cause the damage listed on the nuclear weapons table in Part 1 [*WD42*]. If the bomb is detonated underwater it will produce a vast tidal wave and certainly sink any surface vessel within 25 miles, as well as its normal blast effects.

If the cultists succeed in stealing the bomb they will fly it to their island base, attach their own remote controls, and lower it into the volcano. If it actually detonates in this position they will all be killed, but their plan will succeed and the sunken city of R'lyeh will rise to the surface three weeks later, accompanied by volcanic explosions throughout the Pacific which will make Krakatoa look fairly puny. Subsequent events are left to the discretion of the referee.□

OPEN BOX...

Independent reviewers take the lid off some current games.

WARHAMMER
Citadel Minatures **£5.95**

Warhammer comprises an attractive boxed package of three rule books that make up the basis of a system for mass combat fantasy role-playing.

Authors Bryan Ansell, Rick Priestly and Richard Halliwell have combined their individual talent for producing excellent rule systems and have attempted to satisfy the need for a realistic yet playable set of fantasy wargame rules. For, despite its self-proclamation of being a fantasy role-playing game, when the lid is off it's a set of rules with a role-playing supplement that awaits you.

Volume One entitled *Tabletop Battles* contains rules which can be used to simulate small dungeon skirmishes to huge pitched battles. Ansell has used his *Laserburn* initiative system in determining which troops strike first. Once this has been done then a 'Throw to Hit' and a 'Throw to Kill' are made, similar to Messrs Halliwell and Priestly's *Reaper* fantasy rule system, which I've used for the past five years for all my own fantasy wargaming.

Indeed, it seems that the best aspects of the *Reaper* system have been recognised and incorporated into *Warhammer*. The rule section, *Psychology*, covers the feuds and vendettas that are legendary between the different racial types of classical fantasy literature. Aspects such as Hate, Fear, Terror, and Frenzy give the rule system its unique 'fantasy' flavour and make for some superb situations during a game where troops may attack or flee from a racial enemy in spite of what the player had intended for them to do.

Volume Two deals with magic. In *Warhammer*, magic is a combination of skill and knowledge of the wizard determined by his mastery level (his ability to control magical forces) and his constitution (best described as his magical stamina). A third characteristic, that of Life Energy, is also considered but becomes important only in long term role playing campaigns. The bulk of volume two is taken up with the spells that can be used by magicians at each level of mastery. The selection listed is very comprehensive and deals with arcane, illusory and necromantic spells that are best suited to battle usage. I particularly like the 'Fumble Factor' whereby a spell can go drastically wrong should the magician attempt a spell of higher level than he has reached or if he has been wounded. During the playtest, my evil magician attempted to become *invisible* amongst his Orcish troops. The spell went wrong causing him to glow bright orange. The Orcs reacted badly to this flourescent apparition which, in a frenzy, they turned on and beat to a pulp!

The final section of volume two deals with enchanted objects and lists sixteen items that can be incorporated into your campaign. All of the items are well conceived and good enough to inspire individual scenarios in their own right. Volume Three covers characters and character advancement in the role playing sense, within the framework of the combat and magic rules. Character generation, like most FRP games, is dependant on initial dice throws which then determine the suitability of the character to pursue a fighting or magical career. Fighters amass experience points by slaying monsters and killing people. As their accumulated totals reach certain pre-determined levels, so they gain advances in initiative, combat skills, wound tolerance and attack ability. The system is similar for magicians who, by achieving experience point accumulation advance their constitution, new spell capabilities and mastery.

The volumes also contain two scenarios designed to initiate players new to the concept of fantasy wargaming into the *Warhammer* system and inspire them to create their own adventures. My only reservations about the system are the lack of playsheets for a quick reference to combat charts, rather than having to thumb back and forth through the rules. No doubt *Citadel* will rectify this soon and produce reference sheets as one of the promised supplements to the game.

If you regularly wargame with miniatures or have been wondering what additional fun you could have from your rapidly growing collection of fantasy figures, then I recommend you check out *Warhammer* and let battle commence!

Rules:	**8**	**Enjoyment:**	**9**
Playability:	**8**	**Complexity:**	**8**
Skill:	**7**	**Overall:**	**8**

Joe Dever

QUEST WORLD
Chaosium **£12.95**

The idea of *Questworld* ought to be familiar to *RQ* players by now, after introductory articles in *Wyrms Footnotes 13, Different Worlds 17*, and, for *Games Workshop*'s own slice of the action, *WD38*. It was intended to allow scope for breaking away from the restraints of Glorantha, even for scenarios based on *RQ*-related systems like *Worlds of Wonder*; with many contintents, and every kind of habitat lavishly provided, there was room for anything. But any hope that *Chaosium*'s first publication on its own continent, Kanos, would give a lead in exploiting the new freedom will (it pains me to write it) be disappointed. The adventures are, or can be, set in Greenwald, a region in the north-east corner of Kanos; but scarcely any detail of the history, population, etc of Greenwald is provided, and the map (on the back of the general Kanos map, which hasn't been developed since the original articles) shows a few major geographical features and a scattering of places, many not referred to anywhere in the text. The *Introduction to Questworld* provides no help, being largely a repetition of the original article. It is my belief that this lack of guidance will frustrate rather than inspire many GMs.

It must also be said (and this hurts even more, given *Chaosium*'s generally high standard in previous publications) that the pack shows many signs of having been compiled in haste, without adequate editorial supervision. Some details are not harmonised: for instance the (apparent) terrain of Greenwald does not seem even to fit what is suggested on the continental terrain/weather diagram (a lush jungly area, at least along the coast). There are references which no longer have meaning (like a fifth Candlefire scenario), omissions (most seriously, the stats for Mephitis in the first Candlefire scenario, and the Plesio in the third), errors (*Treasure Map for Sale*, p8 under Treasure: the weapon is a shortsword, as just stated, and should be worth 2725L), oddities, and what I consider to be outrageous implausibilities, especially in the abilities credited to Rune masters. Sam could, I suppose, have gained 26 points of Rune magic in a long career; Zantra, high priestess of Panash, might just have gained 19 points by the age of 24 but how on earth could Jobar Kentor have *39* points at the age of 31, *and* mastery of several non-cult skills *and* 60% General Knowledge (which would take him at least 325 weeks' uninterrupted study, 8 hours a day, to learn, more if he gets no Knowledge bonus)? In my view,

it is the editor's responsibility to keep NPC's credible; and I note with pleasure that the Rune masters of Candlefire are in general credible, like all the NPC's. Nor am I at all happy about the *75%* chance of an encounter (more often than not with a chaotic group) every 4 hours in the forest surrounding Lord Skyppen's Mansion; since one must plough through this forest for some four days, even the strongest party will be lucky to get through in a reasonable state to investigate the mansion's catacombs, which are expressly stated to be designed to allow only the smartest or luckiest to survive!

All this might not matter so much if the actual adventures were really novel and interesting, but they are mostly conventional. *Lord Skyppen's Mansion*, a single long scenario, offers, as noted, first a slog through monster-infested forest, then investigation of the mansion and encounters with its few (basically harmless) denizens, then another slog around the trap- and monster-infested catacombs to find the deed to the place, which a player must find to claim the mansion; two other ruins that could be found in the forest offer more chances for searching and monster-encountering. Chances for role-playing are minimal; treasures and monsters include a few surprises, but nothing very remarkable. The four short *Greenwald Tales*, unrelated, involve dealing with raiding ape-gangs, following up a purchased treasure-map, hunting trollkin thieves in the sewers (with a possible further attack on the War Waggon for the experienced), and a solitaire delivery job which gets more complicated in a way that Alan LaVergne fans will be ready for after experience of his Soloquests. For my money, the *Candlefire* sequence, also by Alan LaVergne, is the most interesting. Candlefire is a ferry-point on the frontier between two states, apparently dominated by the two cults running casinos there, Nik-El, Goddess of Luck, and the mysterious Zoob. It is well described and has the air of a functioning community, in which PCs have many chances of interaction with locals and must use their brains rather than their weapons. Other cults of relevance are fully described beside that of Nik-El: Panash is for those who adventure for the fun of it and the look of the thing (Rune Lords are called Flynns, and the resident Flynn is called Fayer Banx, so no prizes for guessing the role-models), and Vrang 2jhomang (the 2 is silent) is for semi-competent blacksmiths. These are at best minor deities, and their cults do have various restrictions; they are well and amusingly developed. The four scenarios can be handled as a sequence, the first bringing the PCs to Candlefire as guardians of some valuable packages; of the others, two involve penetrating the casinos, respectively for a snatch job and an assassination or burglary, and the third is protecting the smithy against attack, a mysteriously recurrent event in Storm Season. All involve problems that may not be immediately apparent, and considerable subtlety is going to be needed to pull off the casino jobs successfully.

Candlefire certainly seemed to me the nearest to a new development, such as one might have hoped for; I suspect it will prove the most popular, and that the cults of Nik-El and Panash will gain adherents. The other short adventures could be incorporated within campaigns if desired, but are not very remarkable, and in may view *Lord Skyppen's Mansion* is definitely an endurance test for masochists, not recommended for your favourite characters, as the chances are you're gonna miss them. (It occurs to me that, even if you manage to find the deed, you will have to slog back through the forest again to present it and get legal title to the mansion! Who needs this much mayhem, except Storm Bull cultists?). It remains to praise Luise Perenne's illustrations and the general format, and hope for something more intellectually exciting in the future.

Presentation: 6 **Playability:** 8
Enjoyment: **Candlefire** 7-8
Lord Skyppen's Mansion 5
The Rest 6
Overall: 6 **Oliver Dickinson**

THE TRIBES OF CRANE
Mitre Wargames **£1.50 per turn**

The Tribes of Crane (*TOC*) is a Play-by-Mail game which simulates the workings of an archaic fantasy world.

Players in *TOC* act as tribal leaders, and attempt to gain wealth and power. Crane is a complete fantasy replete with strange creatures, customs and peoples. The designer, George V Schubel, has gone to great lengths to create a 'real' world; his efforts show. Tribes fight pitched battles and political factions vie for power in an age long struggle. While based on no particular fantasy work, Crane draws heavily from the *Gor* books by John Norman; knowledge of this fantasy series will benefit any player.

There are 3 different games of *TOC* currently running, *Crane I* and *II* in the USA moderated by *Schubel & Son*, and *Crane I*, moderated by *Mitre Wargames* under licence from *Schubel & Son*. This review is based on the UK game.

As a tribe leader, you are offered one of four tribe types to play: War Tribe, Sea Tribe, Wandering Tribe and Caravan Merchant Tribe. At the start of play you are given a number of warriors, tribesmen and gold, plus a number of herd animals, horses, trade goods or ships (depending on tribe type). You are also given information on your current location, plus two city tokens: tokens are used to impart general information.

For those with a competitive streak, a scoring system unique to each tribe type was developed. This score helps you gauge how well your tribe is doing as compared to other tribes of your type. War tribes gain points for having warriors, horses, or war hawks; merchant tribes for trade goods, warriors, and horses; wandering tribes for herds; sea tribes for ships and warriors. All tribes gain points for artifacts and secrets of Crane.

A turn sheet instructs the gamesmaster of the actions the tribe wishes to undertake for that turn. Instructions will include: where you will move your tribe, what combat tactics your tribe will use (if you encounter another tribe, or GM controlled tribe or creature), whether you wish to trade goods with another tribe or city, and where you will send scouts. As no map of Crane is supplied at the start, scouting is very important. Each turn you may move one sector and scout one sector – each sector represents a 50 square mile area of Crane, which itself is a vast area measured on a 48x96 grid! More than enough to keep any tribe leader happy! Space for any other instructions to the GM, such as who you will not attack, special tactics you will use, etc is provided on the turn sheet.

The basic rules for *TOC* come in a 36 page rulebook. These rules provide a basic framework needed to play *TOC* at its lowest level, and contain only a small percentage of the information rules available. Generally, when you can't find (or don't know) a rule for an action you wish your tribe to carry out, you must use a 'special action', which can cover anything from co-ordinating a multi-tribe assault on a city, to building log rafts to cross an inland sea. As special actions use non-standard rules and require special attention from the GM, they cost the same as a normal turn, depending on length and complexity.

Most of the enjoyment of playing *TOC* stems from discovering things. The amount of information one can acquire about Crane is staggering, information on anything from city life, through to details on an obscure religion all come together to paint a brilliant fantasy. If you are 'into' discovery games, you won't be disappointed with *TOC*.

Tribes of Crane is a very good game; few flaws mar an otherwise good work. As with all PBM games, cost is an important factor. Many prospective PBMers flinch when they compare the cost of playing the game for a year, with say, the cost of the *AD&D* works. A turn in *TOC* costs £1.50. This may be increased if you use extensive special actions. Further costs are incurred by advanced players who wish to play political turns (where you act as a Shaman, Kinglord, or other political position), or city budget turns (where you play a city leader running a city). Worst of all though, if you are attacked by another tribe, creature, or other GM controlled entity, you may end up paying for the battle! (I am told that if you have a turn ready to be evaluated when you are attacked, then the cost is waived).

Tribes of Crane is well worth playing, and could very easily become an obsession – I am told of one US player currently running over 40 tribes and political positions! *Mitre Wargames*, the UK licencees are very efficient in moderating Crane; one full time GM and several part-time GMs are evaluating turns as they arrive. A delay of 3 to 5 working days can be expected as the usual turnaround.

Finally, prospective players are well advised to get the *TOC* newsletter; a semi-regular forum for game news, player notices, fiction, rumours and threats. All of which add considerably to the games.

Playability: 9 **Enjoyment:** 9
Skill: 8 **Complexity:** 4-10
Overall: 9 **Trevor Graver**

Critical Mass *is a regular book review column, edited by Dave Langford.*

Zapping Uri Geller

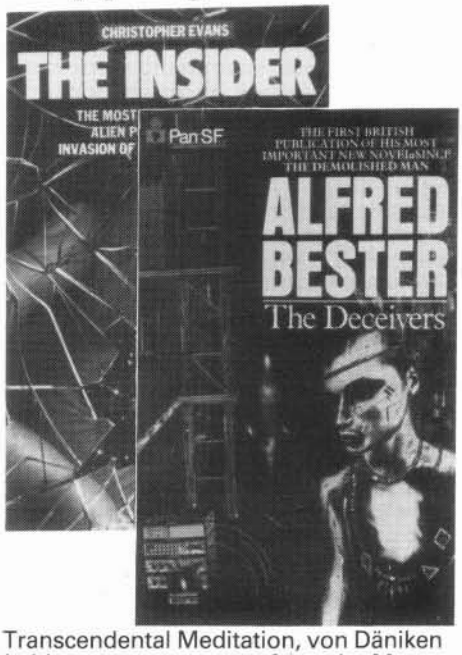
There's a popular theory that anyone dabbling in SF/fantasy must have a shaky hold on reality. As an SF fan who reads about mighty spacecraft trundling through the void, I find that journalists therefore expect me to believe devoutly that every other light in the sky must be a flying saucer packed with alien beings who from time to time land and contact picked eccentrics in remote parts of the woods, while carefully avoiding centres of civilization. Fantasy gamers in America suffer from the fearful Moral Majority, like Mary Whitehouse with knobs on, which assumes that because *D&D* features simulated plastic gods and demons, its players are therefore satanic devil-worshippers who should be sprinkled with holy water and burnt. No doubt readers of detective stories constantly commit untraceable murders with blunt instruments in locked rooms, while those who like *Mills & Boon* romances rush off to eternal bliss with a different One Perfect Spouse every week...

In fact SF fans these days seem less gullible than the general public. Dear old Erich von Däniken made a fortune from such theories as that the primitive, cave-dwelling Ancient Egyptians could never, without extraterrestrial aid, have hauled those stone blocks to build the Pyramids – they had no rope to drag the stones with. What he fails to mention is the several miles of Ancient Egyptian rope displayed in museums round the world... Stuffed with misrepresentation and lies, von Däniken's books became bestsellers; SF fans were sceptical, and many fans/authors exposed the absurdities of such books in works which did *not* become bestsellers. Publishing common sense seems to be almost a hopeless cause.

For review I have two aggressive books on the common-sense side. Don't hold your breath for their appearance as mass-market paperbacks or bestsellers! These, along with Gardner's *Facts & Fallacies*, Sladek's *The New Apocrypha*, Story's *The Space Gods Revealed* and others, are for those interested in hearing the other, sceptical side of today's all too popular tales of miracles. Both are by James 'The Amazing' Randi, a professional magician whose hackles rise when conjurers of lesser ability – Uri Geller, for example – carve a swathe through the credulous public by claiming their trickery to be the result of Real Psychic Powers. Even scientists are fooled: their training is with laboratory instruments and specimens which don't deceive or misdirect you as conjurers do.

In *The Truth About Uri Geller* (234pp £6.95; 1982 revision of 1975 exposé) Randi puts the boot into the charismatic Uri. His scorn is withering; even if you think he leans too far towards scepticism (I don't), it's impressive and damning that Randi can duplicate any and all of Geller's paltry tricks without need to claim astral powers – while Geller's powers mysteriously desert him when Randi or other professional magicians happen to be watching.

Flim-Flam! (342pp £7.45; Isaac Asimov contributes an enthusiastic introduction) carries the battle into other camps: the cardboard fairies that fooled poor Conan Doyle, the Bermuda Triangle and its fraudulent statistics, UFOs,



Transcendental Meditation, von Däniken (with a gorgeous quote from the Master about how amazing it was that primitive folk were able to carve human skeletons *when X-rays weren't discovered until 1895!*), Geller again, biorythms, Filipino 'healers' who by sleight of hand remove 'tumours' from their patients' bodies which turn out to be chicken livers, spoonbending in general, spiritualism, scientology, and more. Always he thrusts before your nose the parts of the story which believers' books omit: even if inclined towards the loony, I mean the uncritical viewpoint, you should consult these books for the devil's advocate arguments. They are important. In a world where an ounce of sensationalism sells better than a ton of rationality any day, they are very important.

Both are published by *Prometheus* (US) and can be ordered direct and post-free from the UK distributors: *Prometheus Books*, 10 Crescent View, Loughton, Essex, IG10 4PZ.

Speaking of sensationalism, would you believe a quiet, well-written and unsensational book about a monstrous alien psychic vampire? Christopher Evan's *The Insider* (Granada 237pp £1.50) is accurately billed as 'chilling' rather than terrifying, loathsome or liable to put you off food for a fortnight. The apparent scenario: Blair is an aging author, his commonplace body concealing an alien mind which moved in to erase the real Blair 51 years before. Blair/alien is reclusive, morose, shunning human contact. Then the old body dies and the mind parasite switches to Marsh, an outgoing family man. Though well equipped to play the part – he/it has access to all the expunged Marsh's memories – this rather likeable mentality can't take the stresses of human relations. Marriage and other links begin to disintegrate as 1991 Britain slides downhill into repressive intolerance and National Frontery.

All this is well done, but Evans now extends it into the realm of works like Priest's *The Affirmation*, as assumptions and realities prove to be built on quicksand. Suppose, the false Marsh wonders, that he's the real Marsh, only suffering from mental disturbances which have produced these exotic memories of other lives? Suppose... More chilling than any number of lurching, blood-spattered vampires, Evan's low-key tensions and domestic concealments make you feel that this lurking mind – always play-acting for fear of exposing its real personality to an unsympathetic world – could almost be your own. Isn't this play-acting what we all do? The ending is sad but satisfying; *The Insider* is recommended.

Remember Alfred Bester's gaudy, junky, unforgettable SF classics *The Demolished Man* and *Tiger, Tiger*? His latest book *The Deceivers* (*Pan* 255pp £1.95) is here in paperback, two years after US publication as 'the true successor to *Tiger, Tiger!*' Indeed, much of the new book's fun, games and adventure in the 27th century seems a conscientious attempt to recreate the earlier success: here again are elements like a circus as a cover operation for derring-do, Oriental masterspies and much background on Oriental superstition, magic fuels defying thermodynamics, economic war between inner planets and outer satellites, typewriter doodles which in *The Deceivers* achieve great silliness whereby a computer video display seven *centuries* hence is limited to crude asterisk-patterns by way of graphics... Science never was Bester's strong point, and here we also have a 1500 million volt electric fence (try and keep *that* lot from discharging straight to earth), human/alien interfertility, crystallized helium and other unlikely wonders.

The strong points are Bester's colourful invention and general wildness: a Maori Mafia hunting mutant boars in vacuum; a pattern-sensitive hero (see Bester's earlier story *The Pi Man*) who in one clever setpiece follows a trail from twelve lords a-leaping in a street pageant, all the way to the goal of a partridge in a pear tree; a shapeshifting alien heroine; kidnapping, battle and gaudy adventure. Against this, the actual characters never reach those levels of sheer obsessiveness which powered Bester's early books: they're dilettantes, they're twee, and there's even a narrator who removes all possible suspense by tipping you off about the book's assured happy ending. Some of the extended dialogue sequences even read like Heinlein's recent excesses – than which there is no lower blow a reviewer can strike.

The Deceivers is mildly good fun, more so than his previous two *The Computer Connection* (*Extro*) and *Golem*^{100}, but still substandard for this author. However, no defect of Bester's could possibly deserve the horrible, grubby and irrelevant cover *Pan* have slapped on the book, perhaps with a view to discouraging sales.

Puzzles for readers: Why, in the same week that it was on the paperback bestseller list, was Julian May's *The Nonborn King* (*Pan* £1.95) extensively displayed in my local remainder shop at £1.30? Answers to *Pan Books*, please...□

MAGIMART

Buying and Selling Magic Items

by Lewis Pulsipher

Magic items are a part of every fantasy role-playing game, and wherever player characters meet, someone will want to buy or sell such items. What the players do among themselves is their business, in most cases; but when non-player characters are involved the Games Master must know where magic items come from, how rare they are, and how hard it is to produce them. It is difficult to generalize all fantasy role-playing games, but as much as possible let us do so.

Some inexperienced GMs give experience points/credit for gold obtained when a magic item is sold. This may be justified if the item is sold to a NPC and therefore goes out of the campaign. However, if experience is given for sales among player characters or their minions, the players will quickly catch on and sell items back and forth, or even lease them (with insurance clauses and collateral!) in order to gain experience. It's hard to justify it in game terms. The safest position to take is that magic is its own reward; if a player needs money so badly that he must sell his magic, he certainly shouldn't be rewarded, beyond the gold itself.

If you, or your group, runs a campaign, you should not allow magic items purchased elsewhere to be used in the campaign. There are always GMs somewhere who give away magic as though it grows on trees; I remember the case of a single monster whose scales were turned into 120 +2 magic shields! The characters in that adventure came away with 10 +2 shields each; they could afford to charge a relatively small fee for each when selling to other characters and still come out ahead. The only way to avoid this is to refuse to allow such cheapo items to enter your campaign.

Of course, supply and demand determine, in the long run, how much a magic item will cost. Demand depends partly on how useful money is in your game. In a campaign in which money is used only for upkeep and castle building, players will offer large sums for magic items. In another campaign where money must be spent to gain experience points or skills, or where it can be used for bribes, assassination contracts, and so on, the amount of money available to be offered for magic will be lower - but on the other hand, money will be worth more because it can be used in so many ways. In the end, it's the supply side of the equation which most affects the cost of magic items. Most rules describe how magic items can be made, but from there the GM must decide how likely it is that someone will take the time (and money) to make one. For example, in *AD&D* a twelfth level magic-user can, over a long period and at great expense, make almost any magic item. But how many twelfth or higher level MUs are there in the 'world'? If you assume that characters who can rise in level (adventurers) make up 1% of the population, and that there are two characters at a given level for each one at the next higher level, then in a country of five million people there will be just one twelfth level character, not necessarily a magic-user.

Though that age has passed, the magic remains, hidden, buried, guarded by ancient horrors.

But such persons might be common in your world. If wizards *are* rare, then magic items made by them will be even rarer. In my campaign the number of items currently made by wizards wouldn't stock a small dungeon, let alone the entire world. If the situation is different where you are, either because there are more wizards or because you play a game which enables weaker characters to construct magic items, then there will be more currently created magic items. (Note: the magic items prices in the *AD&D DMG* are obviously intended to limit the money a player can get for selling an item to a NPC. The cost to the player, if he tries to buy an item from a NPC, may well be many times higher. The numbers also give GMs a guide when players wish to *trade* with NPCs.)

If the living adventurers don't make the magic items, where do they come from? They might be remnants from an age of greater manna (magical energy), when it was easier to make magic or when wizards were numerous. Though that age has passed, the magic remains, hidden, buried, guarded by ancient horrors. If that's the case, player characters aren't going to meet many persons who own magic items, and those who do will have earned them the hard way. They aren't likely to sell an item, though they might trade. Or perhaps the gods make magic items and either give them to their representatives on earth, or hide them as a test for mortals. In the former case only those beloved of a god will have many magic items (the most powerful), nor are they likely to give up an item which came directly from a god! The latter case (items hidden as a test) will be similar to the 'age of greater manna' case above.

Some GMs set up magic shops where players can buy an astonishing variety of items. This idea is mind-boggling. Where do all these items come from, and more important, why isn't every bravo within a hundred miles trying to raid the place? You can arbitrarily say that there's some kind of magical protection for the place, but who'll believe that? No, in most circumstances the magic shop is a ridiculous, disastrous idea.

The point to remember: magic items don't just spring up from the ground, they must be made, they wear out, and people probably want many more items than they can get hold of. Think about the ramifications of your actions, as GM, before you set up 'Ye Olde Magick Shoppe' or give experience points for selling magic items.□

Hanufa's Little Sister

by Oliver Dickinson

This is the last in the present series of Griselda stories. Those interested in following Griselda's further exploits will find her and Wolfhead and Co appearing in Chaosium's Pavis pack, currently available in the shops.

Now this doll Hanufa stands tall enough to look a Troll in the eye, and she is strong enough to give a Troll a tough time arm-wrestling, but she is also dumb enough to consider arm-wrestling a Troll, and this just about sums her up. It is conceded that she has enough brains to come in out of the rain, but in fact many are wishing that she will stay there, for it does not seem that she will get a wash any other way. It is a sure thing that when she hits town she still has on her the dust from the first day of her trip, and this is by no means the lowest layer; and what looks like some dirty fur hanging down her back turns out to be her hair. Now it is not unknown for characters to hit Pavis in this state, but if they have any dough they will normally get cleaned up, and buy new clothes, and such. But although Hanufa is not that short of dough, she prefers to spend it on beer, and does not seem to give a cuss what anyone thinks of her appearance or aroma. She favours Loud Lilina's for her drinking, and she may be affecting Lilina's trade, for she likes gabbing and will horn in on any conversation going, which drives the sensitive away. But Lilina never bars her, and the chances are Hanufa drinks enough to make up for any loss of trade she causes. The regulars in Lilina's are unwilling to consider positive action after Hanufa demolishes some guy who makes a crack at her with a very nice body punch; but it is agreed that the way she is going she will soon be broke, which will solve the problem.

Now you may figure that, after Griselda stops her asking questions about her chart, Hanufa will be playing the chill for her, but instead she is always hanging around when Griselda is in Lilina's. Well, Griselda keeps herself pretty clean, and it is believed that she likes those about her to do likewise, and anyone but Hanufa can see that she finds Hanufa's presence distasteful, so one and all are awaiting events with great interest. For Griselda can be very brusque when she is irritated, and it is hoped that either she will provoke Hanufa into taking a swing at her, in which case it is goodbye Hanufa, or she will frighten her off, and there is some betting on the outcome. Griselda does not fly at once, but at first drops little hints, like sniffing, or commenting on the funny smell in here today, which all goes over Hanufa's head. So finally Griselda speaks sharply to Hanufa like this:

'Do you fall in something outside, or what? There is a smell off you that is killing the flies.'

We all expect Hanufa to get really mad, but she only goes very red, and walks off very fast. Everyone is starting in to call Griselda a public benefactor, but she looks at us very coldly, and so we turn away and begin to speak of other things, for it is plain that she does not wish the matter discussed. She goes on sitting there without saying a word to anyone for quite some time, and it is all very strange. But even stranger is that Hanufa eventually comes back, and she looks so different that many of Lilina's regulars think there must be something in the beer, for all the dirt is cleaned off, and she is wearing new clothes, and her hair turns out a nice pale yellow colour, and while she is no beautiful you cannot say she is a crow. Griselda smiles at her, and offers her a drink, and thereafter Hanufa keeps reasonably clean. She goes about with Griselda quite a bit, and Griselda seems to like her as much as she likes anybody, while Hanufa seems to think Griselda is the greatest thing since the Red Goddess. Anyone can see this must be pleasant for Griselda, but it is hard to figure Hanufa's angle, so one day I ask her what she sees in Griselda.

'Why,' says Hanufa, 'this is a strange

question indeed. Do you think Griselda is an admirable person?'

Well, I know anything I say may get back to Griselda, so I simply suggest that she frightens most people.

'Oh, she frightens me too at first,' says Hanufa, 'but not any more. In fact, she reminds me of my little sister.'

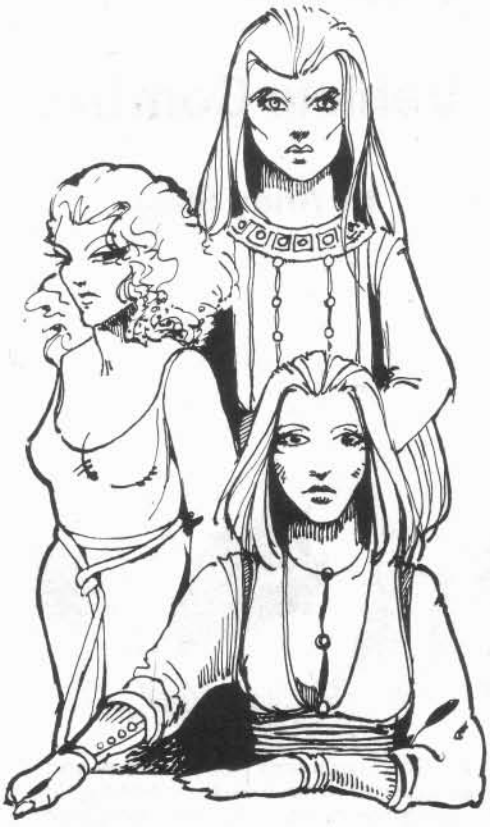
I never hear before that Hanufa has a sister, so I ask about her, but I do not find much out, for it seems that this sister is here and there, and around and about, and that Hanufa does not see her in quite a while, and since I figure it a sure thing that no sister of Hanufa's will match Griselda I forget all about it.

Now one day Hanufa is getting a letter, and this bothers her, for she is no hand at reading, but Griselda takes her to the professional letter-writers and finds someone to read it to her. The letter is from Hanufa's sister, and it says she is coming to Pavis with the next caravan to see her. This reminds me of what Hanufa says, and I pass it around, so there is a fair crowd waiting to see Hanufa's sister, and even Wolfhead is there along with Griselda. This sister surely matches Griselda in size and looks, for she is about half Hanufa's size but ten times as pretty, and you can see a lot more of her shape than of Griselda's, for she wears something thin and clinging that looks most impractical to be travelling in. But in other respects it is hard to see how even Hanufa can figure her to be like Griselda, for she comes on all dumb and fluttery. She practically falls off a donkey into Hanufa's arms, and says like this in a high squealy voice:

'My dear, dear Hannie, what dreadfully out-of-the-way places you choose to frequent! I endure a thousand torments getting here, and I am sure my looks are ruined for ever. Now tell me, who are all these exciting-looking people?'

Well, you can practically hear Griselda's lip curl, and she tells the sister hello very gruffly when Hanufa introduces them. The sister opens her eyes wide and says how interesting to meet a real adventuress in a tone which suggests Griselda is some kind of freak, but she behaves very different with the men, saying how pleased she is to meet them, and batting her eyelashes, and giving one and all the old come-hither look, even me. She certainly has plenty of technique in that direction, and when she turns it on Wolfhead he seems to reel. Before we know what he is squiring her into one of the better class grog-shops, and dusting off a seat for her, and listening with great interest to everything she has to say; in fact, he seems to fall for her very heavily indeed, although ordinarily he wants no part of dolls. Wolfhead makes it clear that he wants no company except Hanufa, for he can hardly turn her away, so nobody gets a chance to see much more of Hanufa's sister for a while.

Well, Wolfhead and Hanufa's sister, whose name turns out to be Felissa, see the town that night, and also the following night, and by the third night those who glimpse them say that Wolfhead looks to be feeling the strain, for this Felissa may behave as if a puff of wind will blow her away, but she has plenty of stamina when it comes to seeing the town. So there is little surprise when



Neither can gain on the other for long, for whatever one wins the other soon hauls right back. Now Griselda keeps looking at Felissa in a strange way, and suddenly she jumps up, whipping out her sword, and cries...

Wolfhead shows up alone in Lilina's the next evening, saying that Felissa is a great doll but too expensive for him. 'My dough goes so fast I cannot keep track of it,' he say.

'Never mind, Wolfie,' says Griselda, who is shooting craps with two of his gang in a corner. 'Come and join us. At least you will know where your money goes.' And as Wolfhead is very fond of craps he does so, and the game is going good when in come Hanufa and Felissa.

'Why, there you are, Wolfie,' cries Felissa with great glee. 'What is this you are doing?'

Wolfhead does not look too pleased to be interrupted, but he explains politely enough that it is a game of chance, and invites her to watch. She does this, with many cries of excitement, while Hanufa gabs with other citizens, being no gambler. Presently Felissa says that this game seems quite easy, and she has a little money, and can she join in? Wolfhead brightens up at this, as if he hopes to retrieve some of his investment in her, and Griselda also seems interested. Felissa starts in making some foolish bets, and when she gets the dice she craps out at once, and she is certainly not having beginners' luck. By the second time the dice come round to her, her stack is quite low, but she hits with a natural right off, which makes the others a bit more cautious about hoping to clean her out. She then makes several points before she loses, and thereafter she is betting much better, and the game heats up. It seems like she and Griselda are going for each other, and between them Wolfhead and the rest just naturally gets cleaned out, so finally it is just the two of them, though much interest is shown in side bets. But Hanufa does not seem interested, and she goes off to bed. Neither can gain on the other for long, for whatever one wins the other soon hauls right back. Now Griselda keeps looking at Felissa in a strange way, and suddenly she jumps up, whipping out her sword, and cries, 'I know you! You're Flissie the Dip, and if I am any judge these are tops you ring in on us!'

But Felissa hardly bats an eyelid. She just looks Griselda straight in the eye and says, 'Then how come you win as often as I do? Sure, I use tops sometimes, but only with the suckers, not with a pro like you, Griselda. It is all the luck.' And suddenly we all realise that long ago she drops her foolish style of talk, and now she sounds a real cool hand.

Griselda seems somewhat nonplussed, but she points her sword at Felissa and says, 'Maybe you are not using tops, but I reckon I know why Wolfhead's dough goes so fast!' Felissa just smiles sweetly, and spreads her hands, and says 'A girl has to eat; and he gets his money's worth, doesn't he?'

Just for a moment there is silence and then Griselda starts in to laugh so much she almost falls over, and everyone joins in, even Wolfhead. Finally Griselda gasps, 'Well at least you can buy us drinks after taking advantage like this, especially of poor Wolfie.' 'It will be a privilege,' says Felissa. 'Let's go down to Rowdy Djoh Lo's and make a night of it.' Now this is one of the toughest joints in town, and this ideas does not appeal to anyone else except Wolfhead, so off the three go arm-in-arm.

I run into Hanufa on her own next day, and I say that now I understand why she thinks Griselda is like her sister.

'Now I see them together, I realise they are not so alike,' says Hanufa. 'I am glad they hit it off finally, though I am a little surprised, as my sister does not usually make friends when she plays dice, because she plays so well. I worry that she is out all night, as she is not strong, but now I know that she is in good hands'.

Just then Wolfhead happens by, looking all tuckered out, and he gazes after Hanufa as she departs and shakes his head. 'I hear she is the dumbest Adventurer doll in Dragon Pass,' he say. 'It looks like she aims to take in Pavis too. It is just as well, for if she is like her sister we may as well retire, what with Griselda too. The last I see of them they are playing mumblety-peg with Snakefang and his crew, and if I am any judge skinning them alive.'□

[*Some events and persons referred to are presented fully in other stories. Not all may know that a dip is a pickpocket, and tops are loaded dice*].

Starbase *is a bi-monthly column devoted to* Traveller, *edited by Bob McWilliams.*

Vehicle Combat

by Andy Slack

Most referees use *Mercenary* as well as the basic set, and many also have *Striker!* But there are many groups and scenarios where the emphasis is away from open military action, and many referees have neither the time nor the inclination to design *Striker!* vehicles for these. The following system is a fast and easy method of representing ground vehicles in combat where the scenario is run using *Books 1-4*.

Specifications

Wheeled, tracked or grav vehicles will have performances equivalent to those of the ATV or Air/Raft as appropriate, unless otherwise indicated by *Mercenary*. In combat, vehicles not trying to flee will move cautiously – rarely more than 5 range bands (125m) in a combat round.

There are three classes of vehicle armour; softskins are all civilian vehicles and military vehicles such as supply trucks, staff cars and so on; light armour covers quasi-military vehicles such as the *Book 3* AFV and ATV, and also military ones such as Armoured Personnel Carriers and Self-Propelled Artillery; heavy armour is mainly used on Main Battle Tanks.

The cost and mass of vehicles is determined by comparing them to items in *Book 3* and *4*; as an added guide, a military vehicle must mass and cost at least ten times as much as its major weapon system.

Vehicles in Combat

Vehicles attacking personnel will use the normal rules; they will normally fire HE rounds from the main weapon, using the *Mercenary* section for Field Artillery as a guide, or attack with support weapons such as machineguns in co-axial or pintel mounts.

Personnel attacking vehicles also use the standard rules, at least to determine a hit. Softskins count as Mesh armour; light armour counts as Combat Armour with an additional DM of-1 per tech level over 5; heavy armour counts as Combat Armour with additional DM of -3 per tech level over 5.

Artillery, ship's weapons, tac missiles, tank main guns, and so on attacking vehicles must roll 8+ to hit regardless of range; the firer's expertise in the weapon is a positive DM; if the target's driver is evading, his skill level is a negative DM; and in addition, the difference between the tech levels of the firer and the target is used as a DM in favour of the higher tech level unit.

Any successful hit, regardless of the weapon used, allows the firer to roll 2d6. DM +2 if the target is lightly armoured, +4 if the target is a softskin; again the difference in the tech levels is applied as a DM in favour of the more sophisticated unit. If the modified roll is 8+, the vehicle is disabled; if the roll is 11+, the vehicle is destroyed.

Disabled vehicles may be repaired. Roll 8+, with DMs for appropriate skills, when the damage is first inspected; success indicates that the damage can be repaired in 1-6 hours, failure that the damage will require a workshop and 1-6 days to repair. The mechanic will know roughly how long the repairs will take before he starts work.

Destroyed vehicles may not be repair-

ed. Occupants take 1-6d6 damage and escape the wreck with their armour, life support gear if any, and one weapon or personal item of their choice.

Special Rules and Notes

Military vehicles will normally be guided, even in combat, by the vehicle commander exposing his head and upper body out of a hatch. He may be attacked using the normal rules for shooting characters, but counts as evading. If he is hit, or fails a morale roll, he will 'close up' the vehicle; it must then roll its tech level or less to spot any character near it on foot.

Personnel inside vehicles may be attacked directly; if so, they may count either their personal armour or the vehicle's armour at their discretion against the attack. Further, unless surprised they count as evading.

Vehicle platoons normally contain 3-5 vehicles. If expecting trouble, they will advance by turns covering each other as they move and with infantry in support. The vehicles assigned to cover their fellows will watch for attackers, and if any are seen will pour fire onto their location while the target dodges for cover.

Referees must be prepared to improvise impromptu DMs and rulings as always.

Example

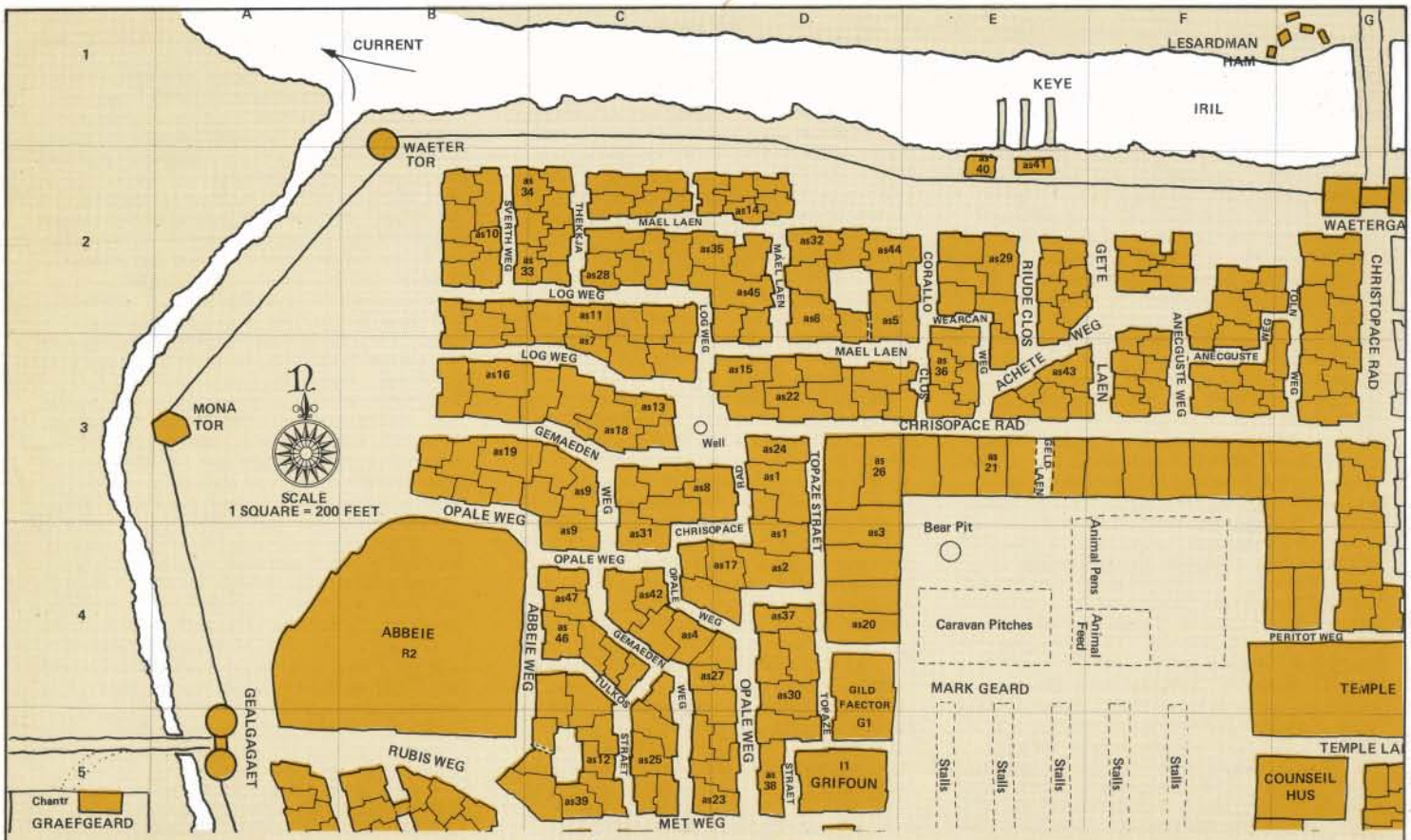
Scout Arrek Salvor (589929, Gunnery-1) is sitting in the turret of a Mechanised Infantry Combat Vehicle of tech 7. This vehicle has a crew of 2, we shall say, and carries a 9-man infantry squad. It is tracked and its turret carries a 73mm light field gun, a tech 7 tac missile, and two light machineguns – one mounted coaxially with the 73mm and one on a pintel mount for anti-aircraft fire. The vehicle's main weapon is obviously a light field gun; assuming it is for infantry support it is probably a howitzer which we find masses 1.0 ton and costs Cr5,000. Using the ten-times rules, therefore, the MICV will mass to 10 tons and cost Cr50,000. This looks reasonable compared to an ATV, so the referee lets it stand, having decided that the MICV is basically an armed and armoured ATV and thus should mass and cost at least as much as its civilian counterpart. Its performance will equal that of an ATV, and its armour will count as Combat -2 vs infantry weapons.

Facing Arrek's MICV is a tech 7 Main Battle Tank, fully tracked with a crew of four. The MBT will be armed with a field gun (twice the mass and cost of a howitzer because of its higher muzzle velocity – see *Mercenary* p48) which masses 3.6 tons and costs Cr20,000. So the tank will mass 36 tons and cost Cr200,000 – this is actually a bit low in both cases, but close enough to be playable as the mass will only be used for freighting the thing around in starships and the cost only when players buy one or two – which won't happen often, or if it does you are probably already using *Striker!*

The MBT's performance will again approximate that of an ATV. Its heavy armour counts as Combat -6 against infantry weapons. The tank will also probably have at least two machineguns.

Shouting to the driver to evade, Arrek fires the 73mm at the oncoming tank. He has a +1 DM for his gunnery skill; the target is not evading (why worry about a little thing like that?) so there is no DM for evasion, and the vehicles are of equal tech level, so no DM for that. The referee decides that since the normal anti-tank gun of this tech level is probably a 105mm or a 120mm, the MICV should suffer a further -1 to hit – he justifies this by pointing out that weapons of this size were in service as tank guns at the previous tech level, and so should count as tech 6. Total DM: +0. Arrek rolls a 9 – a hit; he then rolls an 8 for damage on 2d6, and the referee decides to subtract one pip from this as he has already decided the 73mm is a tech 6 weapon. Result thus becomes 7 – no effect. Deciding that this is getting too close for comfort, the tank fires back, also achieving a hit. The MBT rolls a 9 for damage; Arrek's player claims that although his gun may be tech 6, the MICV armour is tech 7, and the referee allows this. Thus only the +2 DM for being lightly armoured is added, for a total of 11 – a kill. The MICV is destroyed; Arrek takes 2d6 damage and bails out with his cloth armour and rifle, having rolled a 2 to see how much this hurt him personally.

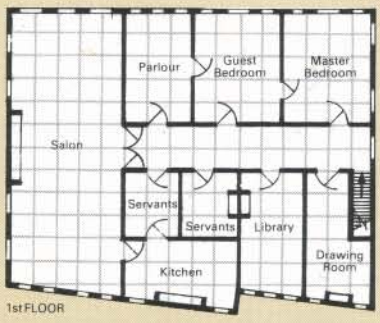
The rifle would suffer a total DM of -4 (armour) -6 (tech level) -1 (long range) +1 (dexterity) = -10 if Arrek fired at the tank itself, so he aims at the commander who is conning his tank from the turret hatch. DM +3 (no armour – after all he's usually in a tank!) -1 (long range) -4 (evading) +1 (dexterity) = -1, a much better bet. Arrek rolls a 10, -1 = 9, a hit. He then rolls 11 for damage on 3d6 (rifle vs character) which will knock out the commander. The rest of the crew haul him inside and close the hatch; the tank must now roll 7 or less on 2d6 to spot Arrek as it trundles past him shooting up the MICV infantry. It rolls an 8 and Arrek lives to fight another day.□

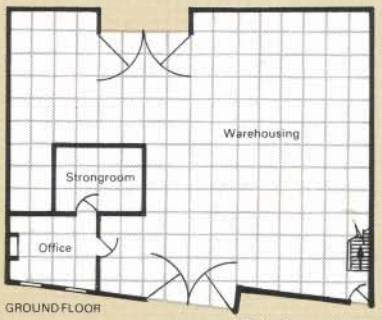


IRILIAN

A Complete AD&D City by Daniel Collerton
Part 2: Teral Guthdohtor Aef Abbeie

This is the second in a six part series describing a small AD&D city – Irilian. It details the north-west quarter and the major encounters within this area. Each episode features one of a series of linked scenarios which introduce players to Irilian. DMs should re-read Part 1 (containing the glossary of terms and nomenclature key) before continuing with Part 2. Descriptions not fully covered will be dealt with in later episodes. This scenario opens at Dagung with the party sheltering in the Graefgeard waiting for the Gealgegaet to open. It is intended for a moderately large party of 3rd to 6th level characters of basically good alignments.





THE GILD FAECTOR

The Entry to Irilian.
The Gealgegaet opens at Dagung. The caravan will then be able to join the queue of farmers bringing produce into Irilian, hopefully avoiding the streams of porters carrying night-soil out to the fields.

The gate guards will collect a toll plus an extra 10gp 'consideration' for themselves; failure to pay will brand the party as possible trouble-makers. The consideration allows travellers to pass without further taxation. As the caravan passes through the gate, it will be pestered by a group of urchins, the Rubis Weg Gang, the Staet Gang which control the lucrative guide-work in Irilian. The leader will initially offer a guide to the party for 10gp/daeg but may be bargained down to 3cp/daeg.

The senior surviving dwarf will suggest that most of the party goes to the Abbeie with him to deliver the scroll to Teral Guthdohtor while the rest of the caravan and some representatives of the party take the merchandise to the Gild Faector. The two groups would rendezvous at the Abbeie which would also allow the wounded to be cared for by the Sisters.

The Gild Faector. 17 Mark Geard (D4), ST 2, NI 3, N2 8, CN AV. The representative of the powerful Gilds-Marchant in Irilian is Tirouv Polarion RA ½E, SX M, AL N, CL ME [see *WD21*], LV 9, HP 43, AC 1, AG 154, WE 10984, BL 1000, ST 17, IN 16, WI 14, DE 16, CO 14, CH 16, MI +2 Chainmail, +2 Broadsword (NSA), WN Sword. Slim and sardonic, Tirouv is the ultimate trader; his every action being calculated for profit. If the prospects are good, Tirouv may be persuaded to finance an expedition to recover lost treasure or a similar venture. If possible, Tirouv will use his wealth and influence for profit but will, if necessary, use his sword – or rather hire someone else's.

The ground floor is warehousing; the living quarters are on the first floor and are magnificently appointed. Tirouv uses them for lavish entertainments to which the more important of Irilian's citizens and visiting merchants are invited. The social status involved in having been invited to 'Tirouv' is considerable. His parties are usually held on the evening of the first Market daeg in each seson with particularly splendid affairs on the eves of the Great Marks.

Tirouv will pay the dwarves the full value of their merchandise with a letter of credit drawn on Dirim, the money-lender/banker. The party make their percentage in the same way or in gems or gold.

At the Abbeie.
When the group arrives they will be stopped at the gate by a white-robed Sister who will enquire their business. If satisfied, she will show them to a small, bare parlour where, after a short wait, Teral Guthdohtor will arrive. She will accept the scroll tube, crack the seal, and extract a roll of white cloth. She will study it for a while then reverse it so that those present may read it. On it, embroidered in silver thread, are two words: *Deoc Rys* - Dark Rises. In a quiet voice, almost to herself, she will chant an old Irilian prophecy song.

Out of the West,
The Dark comes crawling,
Higher and higher,
Till It touch the sky.
While in the East,
The Light, still burning,
Sends the Hero,
To the funeral pyre.

Abruptly she will stand, ask those present to remain while she prays, give orders that they are to be looked after and leave the room.▷

When the remainder of the party arrives, they will be shown into the same room. Sisters will provide food and drink and tend the wounded.

Teral will return at Dosk. She will suggest that the dwarves return to their halls and prepare for war. The dwarves will bow and leave. She will then turn to the party and explain.

'There is some great evil rising although what form it takes or from whence it comes I cannot say. I have prayed to Forgeifanas but Her wisdom is hidden. I only know that the means to lay this abomination lies somewhere in Irilian. I ask you to aid me in this search – remember that the Dark has already touched you and is seeking you still. I cannot leave the Abbeie so you must be my limbs and senses in the town. You are not known in Irilian and so shall be able to move about without being associated with me. If it were known that I were interested in what you will have to seek, it would cause a panic. As it is, you will merely be another band of adventurers. Above all, you must tell no-one more of this than you have absolute need to – the Dark feeds on fear. I suggest that you begin with Timis the Sage; he should be able to provide some information. Should any of you be killed or injured, I will tend you. Your rewards in the next life will be great.' Teral will give the party her blessing and have them directed to Timis's house at 7 Luft Met Weg. She will allow the party to leave things in the Abbeie, *cure* any wounded members and give any aid that she can. She will also ask Serial and Ankos and (see Abbeie description later) to keep an eye on the party, aiding them, if necessary. Finally, she will give the party a safe-conduct bearing her seal, admonishing them to use it only if absolutely necessary. It reads:

The bearers of this scroll are under my protection. They are to be allowed about their business without let or hindrance and afforded such assistance as they may require.

Teral Guthdohtor Aef Abbeie.

7 Luft Met Weg. Timis' house (ST 2 N1 4 N2 5 CN BA) will be found to be shut up and deserted when the party arrives. Enquiry at the neighbours will reveal that at this hour, Timis is usually to be found at the Grifoun Inn (16 Mark Geard [D5]).

The Grifoun. If Timis is asked for, a bartender or bouncer will point to an apparently empty table. Closer inspection will reveal a foot protruding from under it. Attached to the foot is Timis; presently very drunk. (See under shops for further details of Timis.) If shaken sufficiently, he will come around but will refuse to co-operate with the party unless they swear on their Gods to protect him should he be attacked. He will be quite adamant on this point.

When the party have agreed, he will leave with them for his house. Unfortunately, on the way out, he will lurch into a large, ill-favoured half-orc; spilling her drink. The half-orc will reply with a punch: hurling Timis across a nearby table and stunning him for a

The half-orc is Gnak, the leader of a group of caravan guards (RA ½0, SX F, AL CE, CL F, LV 5, HP 28, AC 5, AG 47, WE 1000, BL 150, ST 17 +1/+1, IN 12, WI 9, DE 12, CO 16, CH 8, MI None, WN Longsword.). Drinking with her are 8 of her band. (RA H, SX M, AL CE, CL F, LV 0, HP 2x6,4x5,1x4,1x3, AC 7, WN Longsword.). All are spoiling for a fight.

When Timis comes round, he will attempt to crawl under a table and metamorphose into a werewolf in order to teach Gnak a lesson. This should be noticed by one of the party. The bouncers will attempt to prevent any brawl developing. Four rounds after any fracas develops. Ankos and Serial from the Abbeie will inconspicuously arrive. Should the party appear to need it, they will join in. Unless things are explained, however, they will first try to eradicate the foul spawn of chaos that they see before them – Timis. Two turns later, an Irnan of the Garde will arrive to investigate the disturbance.

If the party eventually take Timis home, he will thank them and, when he has heard their request, generously waive 50% of his fee, 1000gp in this case, and disappear into his library to sober up and consult his sources of information. In two hours, during which time he will insist that the party stays in case anyone should have noticed that he was the werewolf (no-one else did), he will reappear with the following speculations.

The Dark is an entity. It is thought by some to be the expression of the collective evil of creation. As such, It has no physical form and cannot directly affect the world, only express Itself through corporate beings. The more evil a being, the more easily the Dark can warp it further towards evil.

Normally the Dark has no real structure, being merely a motivation for evil without providing the guidance for that evil to express itself. However, when the Dark *rises*, it gains a malicious intelligence and will actively work for evil. When risen, the Dark could directly affect the world. Why It should rise is unknown.

The Dark cannot be destroyed without first destroying every evil in creation. It may be laid although Timis has no idea how this could be done beyond the clues which are given in an old verse that he has found – the same one that the party earlier heard from Teral Guthdohtor. What the verse means, though, he has no idea.

The only other suggestion that Timis will have is to consult the Astrologer, Toth-Agozth, at 21 Mark Geard (D4). If such an evil is rising then surely the heavens would show evidence of it.

Toth-Agozth. 21 Mark Geard (D4). Toth-Agozth (See shops for more details) will agree to make a survey of the heavens for her standard fee: 100gp. At the Ure of Middneaht, she will start her scan. As she looks towards the West, she will stiffen, moan and then slump on the floor; blood trickling from her ears, eyes and mouth – quite dead. Anyone trying to look through the telescope must save versus Death Magic or be struck unconscious for 1d20 turns.

Whether the throw is made or not, the viewer will have only a confused impression of a gloating intelligence disappearing into the West.

If Toth-Agozth is *raised, resurrected* or a *speak with dead* is used, any of which Teral Guthdohtor wil perform, she will be able to tell the party the following:

As she looked into the West, she felt herself drawn into the embrace of a mind which considered her before allowing her to pass into its thoughts where she was battered to death. Her overwhelming impression was of confident power but just before she expired she caught a thought which she recognised – *3 Riht Khalkedon Weard.*

Note for the DM.

Unlike most scenarios, this series depends upon the party following a more or less straight path through Irilian so their actions are contained; for example, they should not be allowed to venture into areas of Irilian which have not yet been described. The scenarios are arranged, however, so that this should not be necessary. Also, as they stand, the path which the party has to follow is fairly obvious: DMs who wish to may give out less information so that the party has to do more of the thinking.

DMs may also wish to complicate matters by, for instance, having Gilos, the Bard from the Grifoun, notice Timis' metamorphosis and use the information to attempt to blackmail the party.

To economise on space, some NPCs mentioned in this section who are not essential to the plot, will not be detailed until later episodes. DMs should ensure that the party does not become involved with any of them.

Background Information

The Walls and Towers of Irilian. Irilian's 'walls' are a crumbling earth rampart (15 DPV) rising ten feet from a sluggishly flowing, rubbish filled moat and topped by a ten foot high rotting wooden palisade (5 DPV). Irregularly spaced along the wall are only slightly less decrepit gates and towers. Towers are built of large granite blocks, now somewhat pitted and discoloured with time. In places it is obvious that repairs from a softer sandstone rock have been made. From the top of each tower floats a tattered banner identifying the Irnan or Ridan inside. Spaced at five feet intervals around each storey of a tower are arrow-slits. The top of each tower is protected with battlements and equipped with ballistae, large piles of stones and two cauldrons which can be used to heat oil or water or melt lead to pour upon attackers. The oil and lead have long since been sold off so only boiling water will now menace any hostile foolish enough to stand below. Wooden poles project ten feet above the tower top and provide a framework over which nets can be spread to guard against air attack. However, it is so long since the nets were used that 80% have rotted to the point that they are useless. Entry to a tower is through a reinforced wooden door (3 DPV) in the second storey, reached by a flight of steps which jut out from the wall. The door will always be covered by at least three arrow slits.

Mona Tor. 40 DPV, 2 Ballistae, 30x40x50ft, 4 storeys and cellar, occupied by 3rd, 4th and 5th Ridan of the Orcridan, Horses kept in the open space nearby.

Waeter Tor. 35DPV, 1 Ballistae, 20x20x30ft, 2 storeys and cellar, occupied by 2nd and 3rd Irnan of the Hliehhanman.

Gealgagaet. Towers 38 DPV each, Portcullis 9 DPV, 2 Ballistae on each tower, Towers 20x20x35ft, Gate 10x20ft, Towers 2 storeys and cellar each, Left Tower Comandere Aef Hors, 1st Ridan of the Orcridan, Right Tower 2nd Ridan of the Orcridan.

Although the gallows after which this gate were named are no longer in use, the Gealgagaet still retains its association with death since all bodies going to the Graefgeard must pass through to get to the Dauthr Weg. Also, the severed heads of criminals are exhibited on pikes fixed above the gates while banners announcing their crimes hang from the battlements. The gates are open from Dagung to Dosk. During this period there will be one Ridan on duty checking travellers.

The portcullis requires 30 strength points to open and may be closed in 1 segment, opened in one round. The double gates are oak and metal bound: one person can open or close one half in one round. The moat bridge was built to be quickly destroyed if Irilian were attacked. It is rather rickety and can be removed in one turn by pulling out two of the main supports – each of which requires 50 strength points to remove.

The Irilian Garde. The Garde will be fully detailed in a further instalment. For the moment, the basic units are the Ridan and the Irnan.

A Ridan is the unit of cavalry. It is made up of 9 0th level men-at-arms and a 1st level Laeden. Each has scale mail and shield, uses lance, longsword or dagger in battle, quarterstaff when dealing with civil disturbances and rides a medium warhorse. Thus each is RA H, SX M, AL Any; tending towards LN, CL F, LV Laeden 1, Men 0, HP Laeden 6+1d4, Men 4+1d3, AC 5, AG 20+1d20, BL 5+1d10, ST, IN, WI, DE, CO, CH, All 8+1d4, MI None, WN Lance, sword or quarterstaff.

An Irnan is the equivalent infantry unit. It has the same organisation and equipment as the Ridan except that the lance is replaced by a longbow. Personal statistics are the same.

The Irnan and the Ridan despise each other and frequently have to be disciplined for brawling.

Patrols. From Dagung to Dosk, the Daegwaeccan keeps the peace in Irilian's streets. Two Irnan independently patrol, enforcing the law, questioning suspicious characters, accepting bribes and shaking down anyone who offends them. Between Dosk and

Dagung, the Neahtwaeccan takes over. It consists of three Irnan and one mounted Ridan,

Staet Gangs. Each area of Irilian has its street gang, usually named after the major thoroughfare of that area. There are 10 gangs, each with 10+1d10 members, RA H, SX M, F, AL Any; tending towards CN, CL F, LV 0, HP 1d4, AC 10, AG 12+1d4, WE 1, BL 1sp, ST, IN, WI, DE, CO, CH, All 4+1d6, MI None, WN Club, and a racket which provides a small income. For example, the Rubis Weg Gang provides street guides and the Chrisopace Rad Gang monopolises the linkboy trade. Rivalry between the gangs is intense and pitched battles common – deaths are, however, rare. The gangs tend to save their animosity for each other but any easy prey wandering alone late at night might well find himself mugged. As with most of Irilian's criminal activities, the gangs are controlled by Pelas Irilsunu and Pelos Irilsdohtor who set each's area of influence and allocate rackets.

The Town. The streets of Irilian are narrow, winding and crowded with carts, animals, beggars, costermongers, pedlars and pedestrians. The overhanging houses mean that they tend to be gloomy, especially after dusk since at night the only light comes from houses and the flambeaux irregularly situated at street corners. The road is usually a good six inches deep in mud, animal droppings and the contents of chamberpots which are emptied from the upper storeys of houses. The smell, especially in hot weather, is an amalgam of all the above plus the odours of unwashed bodies and the sachets of herbs that many Irilians carry about with them to try to drown out the stench.

There are no distinct quarters in Irilian but the Counseil members and similar dignitaries live around the Mark Geard and the area to the north of Chrisopace Rad and Berullos Clos is considered to be the rougher end of town. The various trades tend to cluster; metalworkers to the north-west, wood-workers to the north-east, cloth-workers to the south-east and leather-workers to the south-west. Weaponers are mostly found along Rubis Weg.

Addresses. Streets are numbered in order down the street, the same numbers being used for both sides. Looking down from number 1, the houses on the left are known as Luft and those on the right as Riht. Thus the address of the greengrocer on Chrisopace Rad (aS22) is 5 Luft Chrisopace Rad (D3). Buildings on the Mark Geard are numbered clockwise from the Temple which is number 1. The same numbering is used in the Munuc Geard with the Monasterion being 1. Buildings on the corner of two streets have two addresses, the most convenient one being used. Buildings in the text are identified by a code number, an address and a grid reference. Thus the Grifoun Inn, for example, is I1 16 Mark Geard (D5).

Abbeie. 1 Luft Rubis Weg (D5) ST 1, N1 13, CN AV. The Abbeie is a complex of cells, parlours, a refectory, an infirmary, a workhouse, a library, an orphanage and a madhouse all distributed around a central courtyard. The Abbeie is home to an order of sisters of Forgiefanas.

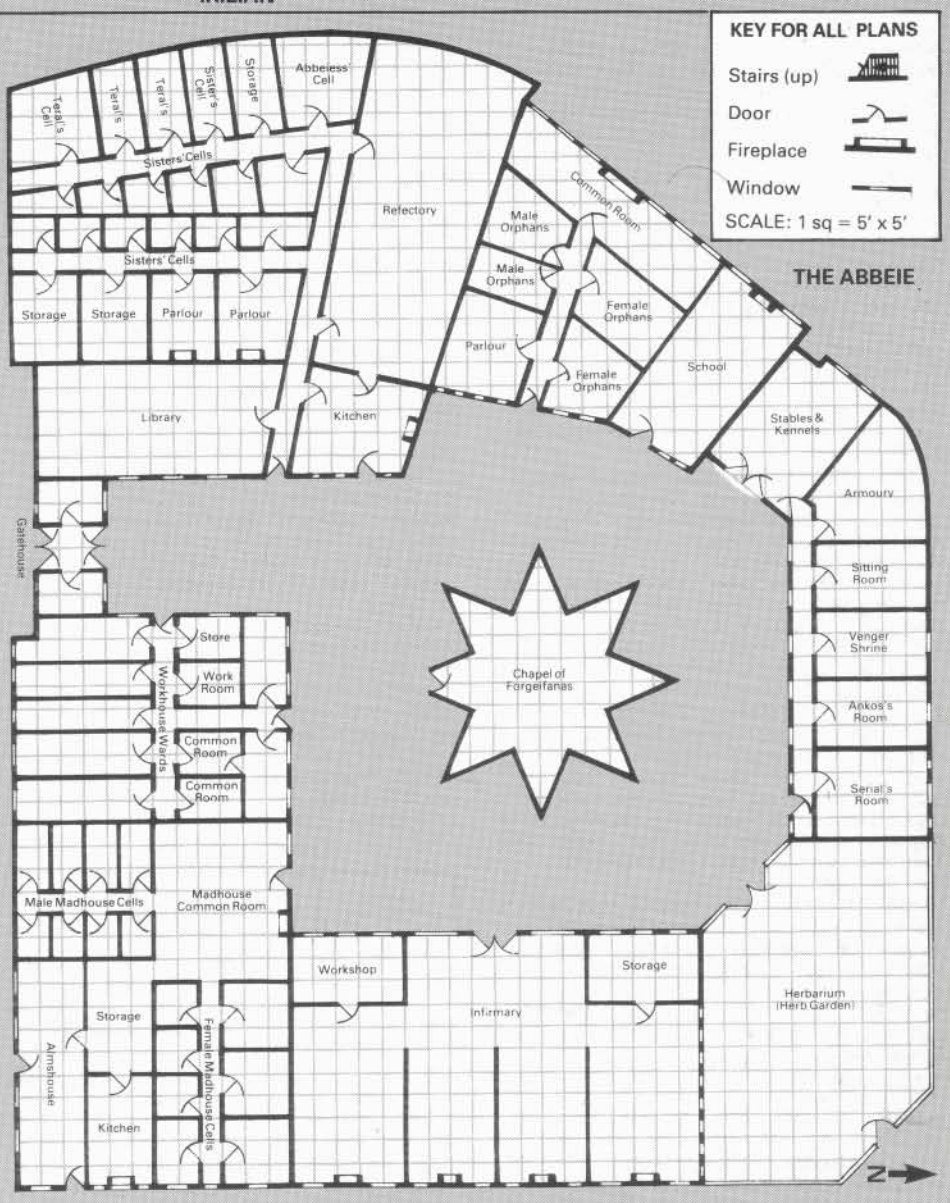
Spells. The Sisters will all *only* have *healing* type spells commensurate with their level.

All of the Sisters will have the surname Aef Abbeie. Elean Aef Abbeie is the Abbeiess. The Order of Forgiefanas is a pacifist order dedicated to acts of charity. The Sisters are experts in herb-lore and possess 90% of the herbs listed in the *DMG*, most of which they grow in their herbarium. They use them to brew potions which mimic magical ones in their effects although they are not themselves magical. Those usually available are:
10 *Potions of Healing* = 400gp each,
5 *Potions of Extra-Healing* = 800gp each,
4 *Potions of Curing Disease* (act as *cure disease* spell except that each potion is only effective against one of the types of disease listed in the Disease [or Disorder] Table in the *DMG*) = 500gp each.

A potion can be produced in one Wika. Up to five may be simultaneously brewed. The Sisters will only sell their potions to those whom they think deserving of them. Good characters may get up to a 15% discount; neutral characters will have to make a donation at least equal to the price shown and evil characters will only be considered in exceptional circumstances. Payment may be in coinage, gems, in goods that the Abbeie can use or in service. In the latter case, 1 service for the Abbeie is generally good for one potion. Characters who are able to convince the Abbeiess that the cause of good would be so served, will be able to get their potions free. The Abbeiess is very sceptical.

The Abbeie's assets exceed 150,000gp but are rapidly being depleted as the Sisters spend lavishly on the needy and no longer receive the benefactions that they used to.

The services that the Sisters provide include: Almshouse; at Dagung and Dosk, food is distributed to Irilian's poor. Infirmary; 30 beds are available. Characters may receive treatment for illness or injury at a cost of 10gp/daeg plus a 'donation' of 10% of the character's wealth. If necessary, the Sisters will use their spells and potions to effect a cure. Library; a collection of books, scrolls and maps, it may be used to research spells. Those wishing to make use of it must pay 10gp/daeg plus a copy of the spell should it be successfully created. It may also be used to answer questions about the surrounding countryside. Depending upon the type of question, general, specific or exacting [see under Sages in the *DMG* for further details], there is a cumulative 2%, 1% or ½% chance/daeg that the answer will be found. The cost of using the library is the same. Workhouse; up to 40 paupers will be cared for. On entry the pauper donates all that he or she possesses to the Abbeie, receiving in return a set of white clothing, three meals a daeg and a roof over their heads. Inmates of the Workshouse do most of the unskilled work around the Abbeie. Madhouse; From 21-30 madmen (roll on Types of Insanity table in the *DMG* for details) are looked after Orphanage; 3d10▷



NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	MI	WN
Elaen	H	F	LG	CL	9	30	10	50	-	1000	15	16	18	12	9	13	None	None
Kirias	H	F	LG	CL	7	27	10	45	-	1000	12	14	16	9	13	9	None	None
Selial	H	F	LG	CL	4	15	10	32	-	1000	11	15	17	14	15	17	None	None
Pornian	H	F	LG	CL	2	10	10	27	-	1000	15	12	14	9	8	10	None	None
Kortael	H	F	LG	CL	2	11	10	25	-	1000	9	13	16	10	11	18	None	None
Jerea	H	F	LG	CL	1	7	10	14	-	1000	7	12	13	13	14	17	None	None
Kismea	H	F	LG	CL	1	4	10	17	-	1000	11	14	10	9	12	11	None	None
Felcia	H	F	LG	CL	1	2	10	19	-	1000	14	18	17	12	4	14	None	None
Imiaia	H	F	LG	CL	1	6	10	20	-	1000	13	7	10	9	11	9	None	None

orphans are looked after. School; about twenty pupils attend, learning the rudiments or Irilian, mathematics, theology and Common. Characters wishing to learn to read and write may do so in 4+1d6 wika at 100gp/wika.

Most of the Sisters' time is spent inside the Abbeie, rarely one may be seen on the streets hurrying to a house call. No sister has yet gone outside Irilian's walls. The Sisters are the subject of great love in Irilian (about the only people who are) and anyone foolish enough to harm one would be certain of being torn apart by the mob.

For protection the Sisters have a pack of 13 Blink Dogs [*MM*]. Blink Dog, AC 5, HD 4, Move: 12", No of Attacks: 1, Damage: 1d6, Special Attacks: from rear 75% of the time, Special Defences: Teleporting, HP 27, 2x22, 2x19, 18, 2x16, 15, 2x13, 11, 8.

Any Sister outside the Abbeie will always be escorted by two dogs. The dogs are trained to grapple attackers rather than savage. Damage done then, counts towards subdual rather than death.

The Abbeie is also home for a retired High Priestess of Forgeifanas, Teral Guthdohtor. RA H, SX F, AL LG, LV 16, HP 63, AC 2, AG 101, WE 110 000, BL 20 000, ST 10, IN 18, WI 21, DE 11, CO 12, CH 17, MI *Bracers of Defense AC 2, Rod of Resurrection, Staff of Commanding, 5 Potions of Healing, 2 of Extra-Healing,* Scrolls of *Protection versus Undead, Demons, Devils and Possession,* Scrolls of *cure light wounds* (x5), *protection from evil* (x2), *cure blindness, cure disease, cure serious wounds* (x2), *neutralise poison* (x2), *cure critical wounds, raise dead, heal, regenerate, restoration, resurrection* [All in *DMG*], WN None.

Spells: 1st: *bless, command* x2, *cure light wounds* x5, *detect evil, remove fear.* 2nd: *augury, hold person* x5, *know alignment* x2, *silence 15' radius* x2. 3rd: *cure blindness* x2, *cure disease* x2, *dispel magic* x2, *prayer, remove curse* x2. 4th: *cure serious wounds* x3, *detect lie* x2, *exorcise, neutralise poison* x3. 5th *atonement, cure critical wounds* x2, *quest, raise dead.* 6th: *blade barrier, heal* x2. 7th: *regenerate.*

A short, matronly figure, Teral is also a pacifist. She has vowed never to leave the Abbeie but will work for good in as many ways as she is able. Her reach is long and her influence and prestige in Irilian are both high. If there is any moral guidence in Irilian, it comes from Teral Guthdohtor. Teral will aid good parties as she thinks they deserve; using her spells and magic to further her aims. Where the party is able to afford it, she will charge standard *DMG* fees otherwise she will ask the group concerned to do her some service.

The other two characters commonly to be found in the Abbeie are, in many ways, the opposites of the rest of the inhabitants. They are Serial Vengerdohtor and Ankos Vengersunnu, Paladins of Esrif, God of Battle, whom they worship in his aspect as Venger, The Punisher of Evil. Serial's Magic Items: *+2 Shield, +2 Plate Mail, +3 Cloak of Protection, Scarab of Protection, +2 Longsword* INT 13 EGO 4 AL LG Powers: *Empathy, Detects Good, Evil and Magic* in a 1" radius. [*DMG*]. At need, both will ride heavy warhorses; Serial has a Paladin's Horse [*PH*].

Serial AC 5, HD 5+5, Move: 18", No of Attacks: 3, Damage: 1d8/1d8/1d3, HP 37
Ankos AC 7, HD 3+3, Move: 15", No of Attacks: 3, Damage: 1d8/1d8/1d3, HP 23.

Serial has a pet Pseudo-Dragon, Turina (*MM*).

Turina AC 2, HD 2, Move: 6"/24", No of Attacks: 1, Damage: 1d3, Special Attacks: poison, Special Defences: chameleon power, 35% Magic Resistance, HP 11.

Serial and Ankos are fanatical in their pursuit of evil and chaos, destroying it wherever it lurks. There is a 75% chance that at any one time they will be out of Irilian cleansing an area of the Manifestations of Filth. They will try to aid lawful or good parties in some way; usually with advice but possibly by joining them for a while or rescuing them should they fall into the hands of servants of the Evil Ones. They will sometimes be found in the company of the Brothors Aef Monasterion on a quest to wipe out an area of Chaos or two.

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	MI	WN
Serial	H	F	LG	P	8	48	-5	40	400	3000	17 +1/+1	14	15	12	15	18	See Below	Sword
Ankos	H	M	LG	P	3	16	2	23	200	2500	16 +0/+1	18	16	11	17	18	*+1 Longsword*	Sword

Inns. Further abbreviations are needed to detail Irilian's inns.

BC: Brawl Chance. The percentage given is the chance per three turns of a brawl breaking out. The brawl will involve 1d10 customers, the bouncers and any NPC or player character which the DM wishes. There is a basic 5% that a character will be the cause of a brawl. 80% of brawls will be with fists only, the others will be with fought with daggers, shortswords and clubs. Those involved in a brawl will be either (01-25%) slightly, (26-50%) moderately or (51-00%) greatly intoxicated. See the *DMG* for details.

CM: Cost Modifier. The CM gives the figure by which prices in the *PH* and the list given later should be multiplied by to get the price of goods in a particular establishment. For example, an inn with a CM of 0.8 would sell a serving of good wine for (2sp x 0.8) = 1.6sp = 16cp.

NC: The four combinations of dice given give the Number of Customers between the ure of 10 Daegure – 3 Neahture / 3 Neahture – 7 Neahture / 7 Neahture – Middneaht / Middneaht – 3 Daegure.

NS: Number of staff including barmen, servers, cooks and waiters but excepting any separately detailed characters such as bouncers.

RC: Raid Chance. The percentage is the chance / six hours of the inn being raided. An inn will only be raided once in one night. The raid will be by either (01-80%) two Irnan of the Garde as part of their protection racket or (81-00%) the Brothors Aef Monasterion seeking to stamp out licentiousness.

Inn Costs (To be modified by the CM). Accommodation/night; Common Room: 5sp/person. Private Room: Poor 8sp/person, Average 12sp/person, Good 20sp.

Stabling/night; Mule: 2sp. Horse, Riding: 10sp, Light War: 15sp, Medium War: 20sp, Heavy War: 40sp.

Drink. Ale, Normal: 7cp, Special: 9cp. Beer, Small: 4cp, Normal: 5cp, Strong: 6cp. Spirits: 8-12cp. Cider: 8cp. Liquer: 12cp. Mead: 1sp. Stout: 8cp. Tea, Herb: 3cp. Wine, Poor: 5cp, Average: 1sp, Good: 2sp upwards.

Food. Bread: 3cp. Breakfast, Poor: 1sp, Average: 2sp, Good: 3sp. Cheese: 5cp. Dinner, Poor: 9cp, Average: 2sp, Good: 5cp, Banquet: 12sp upwards. Fruit: 5cp. Pie: 5cp. Pudding: 1sp. Roast, Fowl: 2sp, Joint: 3sp. Soup: 6cp. Stew: 8cp. Supper, Poor: 10cp, Average: 1sp, Good: 2sp.

The costs represent the lower end of possible price ranges and can be modified upwards for higher quality services. The CM will still apply, of course.

I1 The Grifoun. 16 Mark Geard (D5). ST 3, N1 3, N2 8, N3 11, CO AV, BC 1, CM 1.5, NC 4d10/2d20/8d10/8d10+10d6, NS 20, RC 1.

The Grifoun is Irilian's music hall, staging a series of more-or-less tasteless entertainments often consisting of plays featuring the rather unlikely adventures of Dugril Lackwit – a local hero – or troupes of mediocre minstrels and tumblers. It does not rent rooms since its accommodation is mostly taken up by performers and the staff.

The bouncers are Ininae and Tislim Loche, twin sisters who fill in spare moments with a song and dance act which they perform on stage to the delight of the customers.

Staying at the Grifoun, posing as a member of a troup of minstrels, is Gilos Sangsmitr. RA ½E, SX M, AL CN, CL F/T/B, LV 6/6/6, HP 55, AC 1, AG 80, WE 9687, BL 100, ST 16, IN 14, WI 17, DE 16, CO 13, CH 17, MI *+2 Chainmail, Mac Fuirmidh Cittern, +1 Longsword* INT 13 EGO 3, AL CN, Powers: *Empathy, Detect Precious Metal,* type and amount 20ft radius, *Detect Gems,* type and amount in a 5ft radius. [*DMG*] WN Longsword.

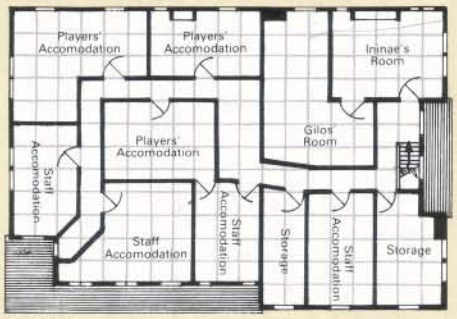
Gilos has been hired by a consortium of slave dealers to break the local branch of the Sclava Freodom, the slaves' freedom society, and 'remove' its leader. Gilos is totally amoral and will betray his current commission, or anything else, if the price is right.

On a normal night, the following characters may also be at the Grifoun. The figure in brackets is the percentage chance for each to be present.

Tirouv Polarion, the Gilds Faector (5), Dareon Aelfhaer (5) and Erihim Stormboi (10) of the Counseil, 1d4 of the Irilian Scouts (25), Aslas (10) and Miril (35) of the Temple, Acfyst, the Druid (2), Timis the Sage (10), Gildo Sandy the Thief (15), 2d4 of the Garde (100).

Other than a stage raised five feet of the ground which occupies one end of the room and the bar and cooking area which fills the other, the whole of the ground floor of the

THE GRIFOUN INN



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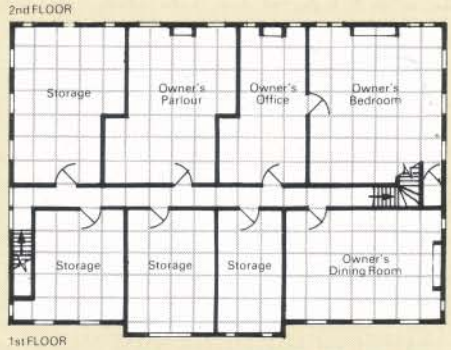

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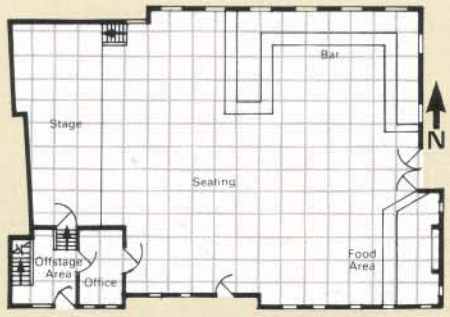


GROUND FLOOR

NAME	RA	SX	AL	CL	LV	HP	AC	AG	WE	BL	ST	IN	WI	DE	CO	CH	MI	WN
Ininae	H	F	N	F	5	31	5	31	800	50	16 +0/+1	12	9	12	15	9	*Potions of Healing, Storm Giant Strength*	Longsword
Tislim	H	F	N	F	5	31	5	31	800	50	16 +0/+1	12	9	12	15	9	*+1 Mace*	Mace

Grifoun is given over to seating. The atmosphere is usually rowdy, the air full of the sound of off-key singing as the clientele attempts to follow the action on stage with its own sung comments. The ability to make spontaneous musical witticisms is highly regarded in Irilian and is the only popular form of humour. Outsiders find the custom often somewhat off-putting. Despite the rowdiness, the dominant feeling is of good-fellowship and outright brawls are rare. Even so, all weapons other than daggers have to be left at the door. Characters may attempt to smuggle other armaments in but anything larger than a shortsword is certain to be picked up. There are no restrictions on armour; however, anyone clomping in plate would be the target of numerous ribald verses.

The other two floors of the Grifoun are given over to storage and accommodation.

Irilian Houses. The newest building in Irilian is just over 98 years old, the oldest dates back to the second century of Irilian's existance. When originally built, Irilian's houses were of a lavishness uncommon elsewhere, but the passage of time has caused them to decay to their present ramshackle state: in any street there will be several boarded up and others occupied by squatters – Irilian's population has sunk so much that there is no need for the shanty towns which other cities often have; there is enough room inside the walls for everyone. Before, however, the population was such that every available piece of land was used for housing, consequently there are few open spaces left inside the town walls.

Most houses have two storeys; some have three and a few have four. The ground floor is usually of stone or brick, the upper storeys of timer-framed plaster and rubble. What windows there are tend to be small and shuttered; a few of the richer houses have glass but most keep out the wind with sheets of waxed paper or parchment. Lighting is mostly by rushlight or candle, but those able to afford them use lanterns or *continual light* spells. The upper storeys of houses often make use of skylights. Virtually every house will possess a cellar which is used for storage or as a refuge in times of trouble. All of the cellars in one block are linked by doors thus making it possible to move about Irilian with only short journeys above ground. These doors are, however, invariably locked. Roofs are usually of tile, although the poorest hovels have only thatch, and overhang the street to a marked degree, providing some shelter from the elements for the passers-by below.

The ground floor of a house will usually be taken over with the owner's business, the family living above the shop. Furnishings will typically be minimal, a chest or two, a table, a cupboard and perhaps a few stools. Only the richer households will have beds, chairs and similar luxuries. Carpets are almost unknown as are latrines. Baths are completely unheard of. The usual house is ST 2, N1 2, N2 3, CN PO.

Irilian Families. Irilian families are large and closely knit, usually made up of a grandparent, two parents, two mature children and five younger children. Irilians rate kinship very highly and are quick to revenge a slur upon the family name – Irilian being what it is though, it would be hard to stain an Irilian's name with less than an accusation of unnatural practices with a son of kyuss [*FF*]. Relatives can usually be relied upon to rally round in cases of hardship and are thus an Irilian's first loyalty.

The average Irilian male is RA H, SX M, AL Any; tending towards LN, CL F, LV 0, HP see later, AC 10, AG 16-35, WE 1D10x10, BL 1-5, ST, IN, WI, DE, CO, CH, All 3+2d4, MI None, WN Dagger. The normal female will be identical. Hit points should be assigned as suggested by Paul Vernon in his excellent series in *WD29-30, Designing a Quasi-Medieval Society for D&D*. This means using the character's life-time earnings in sp as the

equivalent to experience points in the closest character class to the character's profession. The resulting level is used to determine hit points and saving throws, other attributes such as attack chances remain those of a 0th level fighter. An Irilian's earnings are dealt with in the section on shops.

Irilians' Behaviour. Since Irilian lost its wealth, the people have sunk into a state of sullen apathy, rising out of it only to eat and drink themselves insensible on the various Festivals sprinkled liberally throughout the year. They constantly tell each other of the 'Old Days' when to be an Irilian was to be someone and endlessly debate the chances of Irilian rising to regain its former position – they do not take kindly to anyone telling them that it is about as likely as a visitation from the Gods. They are an independent folk, disliking being ordered around and wary of anyone they do not know well. They dislike and distrust foreigners – to them anyone from further than five miles away – and both fear and fawn on adventurers although this does not prevent them ripping them off whenever there is little chance of retaliation – the Irilians are also not noted for their bravery.

The Irilians' views of demihumans are stereotyped and are generally the worst possible: thus elves are thought to be 'good fun but flighty', half-elves '*almost* human', gnomes 'sly with a taste for the bad things in life', half-orcs 'only a *little* worse than animals', halflings 'jolly but light-fingered' and dwarves 'money-grubbing and miserly'. Perhaps because both the money-lender/bankers in Irilian are dwarves, they are especially disliked; occupying much the same position as Jews did in Medieval Europe, tolerated (barely) most of the time and otherwise persecuted. Other humanoids such as orcs, goblins and ogres are allowed into town for trading purposes. They are escorted by the Garde and have to leave before the gates close or be arrested and imprisoned until the circus on the Daeg Aef Victorie in which they have the starring role.

Openly carrying weapons other than a dagger or shortsword is considered boorish unless there is an obvious reason for so doing; being a bodyguard or member of the Garde for example. Anyone wearing armour about town comes in for similar social ostracism. The average adventurer is, therefore, held in very little esteem.

Language. Irilians speak Irilian as their first language but most have at least a smattering of common. Alignment language is known by about 60% of the population although they tend to use it only on certain, ritual occasions; temple services for example.

Irilian Coinage. Irilians coinage is, as might be expected, highly debased; because of this, other coinage is accepted in Irilian at face value - most independent towns will only accept their own, charging a 20% surcharge on all others. The other side of the coin is that Irilian coinage is only valued at half its face value when used outside Irilian. The major coins minted in Irilian, their *AD&D* worth and modern English worth are:

1 penneie	=	0.1cp	=	1 new penny. The smallest Irilian coin.
1 bowb	=	1cp	=	10 new pence. The most common coin.
1 Iril	=	1sp	=	£1.00. Used for most everyday transactions.
1 Tellar	=	1gp	=	£20.00. The most valuable coin, higher value coins have not been minted since

Irilian Shops. Irilian shops are combination workshop/shops with basically the same form. The ground floor houses working and selling areas; living areas are located above the shop. The ground floor is usually undivided and has large shutters opening out onto the street so that passers-by can see the quality of the merchandise on offer.

The average shop will have 1d8-1 customers; there is a basic 2% chance that one of the characters in Irilian will be present, use the character encounter tables to determine which one. There will be merchandise and coinage to the value of 30% and 3% of the owner's yearly income about.

Prices in shops will be approximately those of the *DMG* and *PH* rationalised to Paul Vernon's Ale Standard [*WD29*] of 1sp = £1 sterling, more if the shopkeeper can so persuade the customer. Higher quality articles will cost the square of their increase in quality more: ie an article twice as good as normal will cost four times as much as normal, one three times as good, nine times more, etc. The effect of having an article twice as good as normal is left to the DM to determine, the easiest solution being to allow it to last for twice as long.

The time needed to make an article can be determined using Paul Vernon's guidelines. To see if an article is available off the shelf, assign it to one of the categories; very rare (2% chance of being available), rare (6% chance), fairly common (30%), common (75%) or very common (98%). It is very unlikely that any Irilian craftsman would be interested in working full-time for a character.

Each workshop will have a master-craftsman, 1d3 journeymen-craftsmen and 1d6 apprentices working in it. Their earnings and other details may, once again, be determined from Paul Vernon's excellent series. However, the sums arrived at should be multiplied by 75% to reflect the depressed state of Irilian's economy.

In the list of the shops which are found in the north-west of the town which follows, the following information is given. A code number, address, grid reference, description of the house in which the shop is located, cost modifier, yearly earnings of the master-craftsman in sp (YE), total wealth of the master-craftsman in gp (WE) and any other needed comments. Other details can be derived from those given. Thus, for example, ▷

the owner's WE will determine his social standing and the amount that the other members of the staff earn and the CM will give a good indication of how exclusive an establishment is.

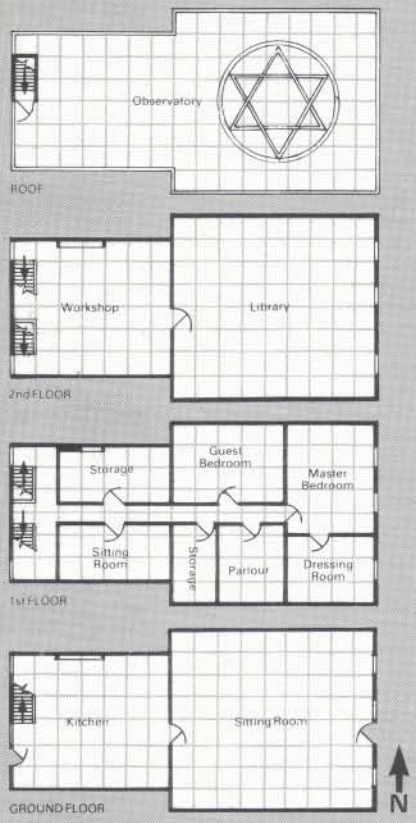
Shops.

aS1 Armourer. Type I [All types of armour, see Paul Vernon in *WD29*], 2-3 Riht Topaze Straet (D3), ST 2, N1 7, N2 5, CN AV, CM 1.2, YE 47385, WE 27946.

aS2 Armourer. Type IV (Scale, ring leather, studded, small helms and shields), 4 Riht Topaze Straet (D4), ST 2, N1 2, N2 6, CN PO, CM 1, YE 11024, WE 4739.

aS3 Astrologer. 21 Mark Geard (D4), ST 4, N1 2, N2 7, N3 1, N4 1, CN AV, CM 1, YE 78300, WE 48993; Toth-Agozth will cast horoscopes for characters for a fee which is dependent upon the length of time which it takes her to consult the stars. This will take 1d3 daeg with each daeg costing 300gp. Depending upon the outcome, the character may be ±5% better off. This may manifest itself in ±1 to saving throws, hit probabilities, etc as the DM wishes. The effect of reading will last for 1 seson. Toth-Agozth lives alone in her house, the upper storey of which is open to the sky and used as an observatory.

TOTH-AGOZTH THE ASTROLOGER



aS4 Baker. 5 Riht Opale Weg (C4), ST 2, N1 4, N2 5, CN AV, CM 1.2, YE 9597, WE 4367.

aS5 Baker. 3 Riht Corallo Clos (D2), St 2, N1 5, N2 4, CN CO, CN 0.9, YE 11870, WE 3998. The baker has a Killmoulis [*FF*] staying with him. AC 6, HD 1d4, Move 15", No of Attacks: Nil, Special Defences: Hiding, 20% magic resistant.

aS6 Bellfounder. (Casts Bells), 3 Luft Mael Laen (D2), ST 3, N1 3, N2 4, N3 5, CN BA, CM 1, YE 19683, WE 8675.

aS7 Blacksmith. 11 Riht Log Weg (C3), ST 2, N1 4, N2 4, CN PO, CM 1.1, YE 12478, WE 5482.

aS8 Blacksmith. 3 Luft Chrisopace Rad (C3), ST 1, N1 3, CN CO, CM 1.8, YE 23895, WE 12586.

aS9 Bladesmith. (Knife/dagger blades), 5-6 Riht Gemaeden Weg (C3), ST 2, N1 4, N2 5, CN PO, CN 1.1, YE 13475, WE 4638.

aS10 Brasier. (Brass-worker), 2 Luft Sverth Weg (B2), ST 2, N1 6, CN PO, CM 1.0, YE 30086, WE 3749.

aS11 Butcher. 5 Riht Log Weg (C2), ST 1, N1 4, CN BA, CM 0.8, YE 7947, WE 3749.

aS12 Butcher. 4 Riht Tulkos Straet (C5), ST 2, N1 4, N2 7, CN PO, CM 1.2, YE 9486, WE 3982.

aS13 Cardmaker. (Playing cards), 12 Luft Log Weg (C3), St 2, N1 4, N2 3, CN PO, CM 1.0, YE 7989.

aS14 Cook. 5 Luft Mael Laen (D2), ST 1, N1 3, CN AV, CM 1.0, YE 6745, WE 2987.

aS15 Coppersmith. 11 Luft Log Weg (D3) and 4 Riht Mael Laen (D3), ST 2, N1 4,6, N2 7,4, CN AV, YE 26394, WE 13657.

aS16 Cutler. (Cutlery), 16 Luft Log Weg (B3), ST 2, N1 5, N2 4, CN PO, CM 1.1, YE 8956, WE 3742.

aS17 Dairy. 2 Riht Chrisopace Rad (C4), ST 1, N1 3, CN PO, CM 1.0, YE 5838, WE 1920.

aS18 Fishmonger. 5 Luft Gemaeden Weg (C3), ST 2, N1 4, N2 3, CN CO, CM 1.1, YE 6290, WE 1793.

aS19 Founder. (Casts iron), 3 Riht Gemaeden Weg (B3), ST 3, N1 3, N2 4, N3 5, CN CO, CM 1.0, YE 12998, WE 6748.

aS20 Glasier (Window panes), 18 Mark Geard (D4), ST 3, N1 2, N2 5, N3 6, CN AV, CM 1.0, YE 76923,, WE 43759.

aS21 Glassblower. (Glass cups, jugs, vases, etc), 25 Mark Geard (E3), ST 3, N1 3, N2 6, N3 7, CN PO, CM 1.0, YE 90835, WE 53056.

aS22 Greengrocer. (Vegetables), 5 Luft Chrisopace Rad (D3), ST 1, N1 3, CN PO, CM 0.9, YE 9420, WE 3945.

aS23 Grocer. (Provisions), 6 Luft Met Weg (C5), ST 2, N1 5, N2 6, CN BA, CM 1.0, YE 12493, WE 6013.

aS24 Heaumer. (Great Helms), 1 Riht Topaze Straet (D3), ST 3, N1 3, N2 4, N3 7, CN BA, CM 1.0, YE 13482, WE 6491.

aS25 Ironmonger. (Sells small iron articles, nails etc), 6 Luft Tulkos Straet (C5), ST 2, N1 4, N2 6, CN PO, CM 1.0, YE 14903, WE 6742.

aS26 Jeweller. 22 Mark Geard (D3), ST 3, N1 6, N2 5, N3 7, CN AV, CM 1.0, YE 549361, WE 329457. Owned by Erea Gasrinti. Jeweller skill level 76-90.

aS27 Lantern-maker. 7 Riht Opale Weg (C4), ST 1, N1 4, CN PO, CM 1.0, YE 7503, WE 3056.

aS28 Latener. (Worker in Late, a brass-like metal), 5 Luft Log Weg (C2), ST 3, N 1 4, N2 5, N3 8, CN AV, CM 1.0, YE 23401, WE 10280.

aS29 Locksmith. 1 Riht Ruide Clos (E2), ST 2, N1 4, N2 5, CN PO, CM 1.0, YE 18930, WE 8970.

aS30 Loriner. (Metal saddle fittings), 7 Riht Topaze Straet (D4), ST 1, N1 3, CN BA, CM 1.0, YE 6003, WE 2943.

aS31 Moneylender/Pawnshop. 6 Luft Opale Weg (C3), ST 2, N1 4, N2 6, CN CO, CM 1.0, YE 76820, WE 43004. The owner, Uzuld, an old, lonely dwarf, has become increasingly embittered since the deaths of his family in an anti-dwarf riot just over three hundreds years ago. RA D, SX M, AL N, CL F, LV 1, HP 36, AC 5, AG 400, WE 43004, BL 1000, ST 12, IN 14, WI 9, DE 12, CO 14, CH 8, MI None, WN Battle Axe. An independent operator, Uzuld will lend up to 500gp on no surety so long as he is convinced that there is a reasonable change of him getting it back. The charges are 5% compound interest/wika ie a mere 476%/year. Items pawned with Uzuld will give 20% of their value in return. Items not claimed within 1 year will be sold. Uzuld will store valuables for a fee of 1% of their value/seson; he will not write letters of credit.

aS32 Nailor. (Nails), 1 Luft Mael Laen (C2), ST 1, N1 4, CN PO, CM 1.0, YE 7563, WE 3142.

aS33 Needler. (Needles), 1 Riht Sverth Weg (B2), ST 2, N1 4, N2 4, CN BA, CM 1.0, YE 7590, WE 3098.

aS34 Oilpresser. (Oil), 3 Riht Sverth Weg (B2), ST 2, N1 4, N2 7, CN PO, CM 1.1, YE 9840, WE 3798.

aS35 Pewterer. (Pewter-worker), 4 Riht Mael Laen (C2), ST 3, N1 3, N2 4, N3 7, CN CO, CM 1.2, YE 289430, WE 13486.

aS36 Plumber. (Lead-worker), 5 Luft Corallo Clos (E2), ST 3, N1 5, N2 6, N3 7, CN PO, CM 1.0, YE 27980, WE 13492.

aS37 Pinner. (Pins), 5 Riht Topaze Straet (D4) ST 1, N1 4, CN BA, CM 1.0, YE 6740, WE 2978.

aS38 Sage. 7 Luft Met Weg (D5), ST 2, N1 4, N2 5, CN BA, CM 1.0, YE 150978, WE 80197. The Gild of Sages' representative in Irilian is Timis Braegen. RA H, SX M, AL N, CL S, HP 15, AC 10, AG 84, WE 80197, BL 1200, ST 8, IN 16, WI 18, DE 6, CO 5, CH 17, MI None, WM Dagger. Spells: *affect normal fires, ray of enfeeblement, explosive runes, confusion, fumble.* Categories: Minor - Humanoids and Giantkind. Major - Supernatural and Unusual. Special - Dweomercraft, Astral, Ethereal, Elemental and Outer Planes.

As the result of an unfortunate experience when investigating Lycanthropy, Timis has become a werewolf. AC 5, HD 4+3, No of Attacks: 1, Damage: 2d4, Special Attacks: Surprise on 1-3, Special Defences: Vulnerable only to silver and +1 or better weapons, HP 19.

Originally Neutral Good in alignment, Timis has recently tended towards Chaotic Evil and is presently Neutral. He has full control over when he changes shape and has become quite attached to his full-moon lit prowls around Irilian's streets. Rather puny and retiring in his previous human form, Timis has acquired a new confidence along with his new form. The Irilians know that they have a werewolf in their midst but no one suspects Timis of being it - yet.

TIMIS THE SAGE

Timis lives alone in his crumbling, disorganised house on the Met Weg. He will attempt to answer questions for standard Gild fees [*DMG*]. Should he fail, he will ask another member of the Gild in whose Special Category it will be. The answer will take a further 20+1d20 daeg to arrive and cost the standard fee of the other sage plus 20% for Timis. This is in addition to Timis' original fee, of course. Timis also maintains links with the local flymen's hive [*WD23*].

The strains of leading a dual existence , as human and wolf, are, however, beginning to tell on Timis and he has lately begun to visit the Grifoun more frequently than before and drinking rather more than is good for him.

aS39 Scrivener. (Scribe, accountant, lawyer), 2 Luft Met Weg (C5), ST 2, N1 4, N2 6, CN AV, CM 1.2, YE 14986, WE 6372.

aS40 Ships Chandler. (Shipping equipment), Keye (E2), ST 1, N1 1, CN AV, CM 1.0, YE 8790, WE 3349.

aS41 Shipwright. (Ships), Keye (E2), ST 1, N1 1, CN PO, CM 1.0, YE 29456, WE 12367. Can build rowboats, small barges and rafts; taking 1 wika per hull point.

aS42 Silversmith. 3 Riht Opale Weg (C4), ST 3, N1 3, N2 4, N3 5, CN PO, CM 1.2, YE 34265, WE 20147. Treat as a jeweller of skill level 76-91 who will only work in silver.

aS43 Spurrier. (Spurs), 3 Riht Achete Weg (E3), ST 2, N1 3, N2 3, CN BA, CM 1.0, YE 8603, WE 3425.

aS44 Tinner. (Tin-worker), 1 Riht Corallo Clos (D2), ST 3, N1 2, N2 4, N3 2, CN PO, CM 1.0, YE 22485, WE 11325.

aS45 Wineshop. 9 Luft Log Weg (D2), ST 1, N1 3, CN CO, CM 1.0, YE 9001, WE 4102.

aS46 Wiredrawer. (Manufactures wire), 3 Luft Abbeie Weg (C4), ST 1, N1 3, CN BA, CM 1.0, YE 10582, WE 4529.

aS47 Wiremonger. (Sells wire), 2 Luft Abbeie Weg (C4), ST 2, N1 3, N2 4, CN PO, CM 1.0, YE 9034, WE 3754.□

Next issue: Part III, The North-Eastern Quarter.

Dear *WD*,

The steady diet of letters about that bum Lew Pulsipher is getting tedious, but I have to add another. In *WD40* Steve Gilham, and to a minor extent Bertrand Authier, missed the point of the Moria scenario. It was not to 'simulate' Moria in *D&D* terms, nor to mangle Tolkien, but as much as possible to put Moria into strictly standard *D&D* terms to enable referees to introduce new players to the game and game rules. Hence a list of spells which would turn Gandalf into something other than a cleric is undesirable. If the referee must manipulate a novice player's Gandalf, so be it. Ideally, an experienced player will never run Gandalf, or if he does he'll not try to take every advantage of the assigned character class. (And the referee can always say 'no' – for example, I let Gandalf cure characters only if someone is near death.)

Bertrand's comments about wisdom and charisma are apt. Gilham is right to say that Gandalf was an angelic being: so what? There being no analog to angelic beings among player character's in *D&D*, I took the least unsatisfactory alternative in order to accomplish the objective, a scenario beginner's could easily understand. If one tried to simulate Moria in fantasy role-playing terms, one would describe each character uniquely – but to what purpose?

As for the worth or unworth of articles for beginners, there will always be Gilhams and Prestons who know it all (or think they do) and haven't the decency to accept that there are far more beginners than know-it-alls. If we all condemned every article which didn't serve our own purposes, most articles would be verbally assigned to the rubbish-heap. It may be unfair to blame such persons for asking the editors to print only material aimed at experienced players such as themselves, but they could do it in a less intemperate manner.

Yours,
Dr Lewis Pulsipher, USA.

Dear *WD*,

I am afraid I cannot appreciate Don Turnbull's viewpoint which was expressed in his recent letters (*WD37* and *41*) on the controversial Necromancer class, particularly when he explains the 'good versus evil' theme of *D&D* on the same page where Dave Morris advocates discarding alignment as 'simplistic and outmoded'. The validity of both statements is debatable but it is clear from *WD* letters that RPGing is moving in new directions: players no longer sit down for a session of looting and slaying but rather try to build up an interesting and varied persona in a fantasy world. Now, alignment may or may not contribute towards achieving this, but having the idea that *D&D* is a game of the triumph of good vs evil stuck down our throats by, of all people, Don Turnbull of *TSR* (UK), can only be detrimental to the game. His concern for our morals is touching but a little misplaced. Be fair: the Necromancer, as arch-fiend in the mould of giants like Sauron and the whole genre of dispicable villains of fiction, is a useful addition to the ranks of NPCdom, and some people can get as great a kick from gruesome murder as from dragon slaying – for many it is the challenge that makes it worthwhile, and the Necromancer is certainly different (unlike most of the characters conjured by *WD* which, with the exception of the houri and detective, were largely superfluous rehashes of existing classes). Those people who find no need or use for the Necromancer can leave him alone – it's what he wants! – but in introducing such material *WD* is following the trends of its readership – more freedom, difference and imagination – and thus, I might add, the wishes of a representative portion of *D&D* players!

Yours,
Jonathan Rowe, Scotland.

Dear *WD*,

A couple of lines got missed out of *A Tasty Morsel* [*WD41*], making it obscure at one point: pg17, 1st column, about halfway down, Griselda's comment to her Trollkin friend was, 'that Trollkin have a hard life, to be sure, and I am glad I am not one'.

For those who are interested, Griselda's drinks were Drive Careful Wine, Old Rotgut, and Skullbuster (*Trollpak 3*, pg22). I have garnered a little more information on Troll drinks, which I will present some time, but a more important fact about Trolls, which I suspect is not really considered by many GMs and players and deserves to be emphasised, is that they are *not* daytime creatures; see pg2 of *Trollpak 2*, where it is stated that Trollkin *only* go out at night or during long cloudy periods. I do not think it is stated anywhere in *Trollpak* specifically (but indicated on *Trollpak 3*, pg37), but I have it on good authority that Trollkin and Cave Trolls are *permanently demoralised* in sunlight. So ignore *RQ* encounter charts which run you into Trolls or Trollkin during the day, adapt scenarios like Jorthan's Rescue, etc, but watch out for Trolls during the night if you are in Troll territory, as Griselda's companions did not take enough care to do!

A final point about Griselda, if I may: some indications in the stories will be noticed, by the observant, to clash with what is said in the *Pavis* pack. Prefer the pack in most such instances – Olav Dickin's-son may have imbibed a little freely while telling them and got his information in a muddle – but not on the spelling of Hanufa's name, clearly an error in transcription.

Yours,
Oliver Dickinson, York.

Dear *WD*,

In my recent *Car Wars* scenario *Assignment: Freeway Deathride* the second page was presented in a way which might tell players too much. The player information should consist of page 26 and the first four paragraphs of page 27, plus the telex message.

The referees section should consist of the first half of the second column of page 27, followed by the section below the message then the rest of the page.

Alert referees will realise that the outline of mission 4 was written long before the release of *Truck Stop*, whose rules should be used when designing the assassin's vehicle.

Yours,
Marcus L Rowland, London.

Dear *WD*,

In answer to Daniel Oppenheimer's letter in *WD41* about my article *Zen and the Art of Adventure Gaming* in *WD40*, there are various forms of archery from horseback – *yabusame, kasagake* and so on. These skills all derive from a 12th century term, *kyuba no michi*, which expressed the chivalric ideal at that time.

The technical difference between a Buddha and a Bosatsu is that the former has entered Nirvana; this was not possible for Kwannon because in traditional Buddhism women cannot enter Nirvana. I unreservedly reject this.

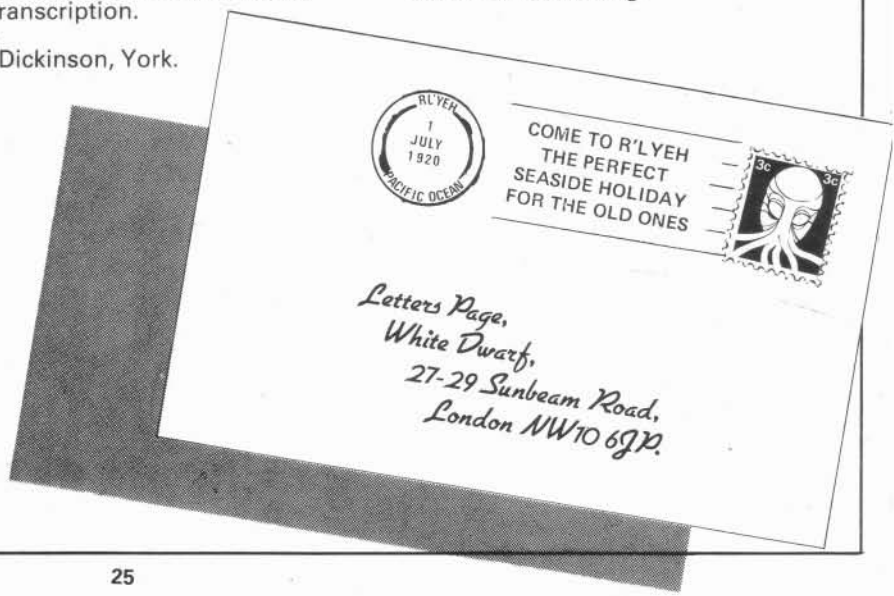
Normal *RuneQuest* rules should apply for Japanese unarmed combat, as it is only in the movies that karate is a match for kenjutsu! The oriental skills are very impressive; but it is the man himself, rather than the technique he uses, which counts in a fistfight. For all his fancy moves, Bruce Lee was no more dangerous an opponent than Sugar Ray Leonard.

I am all for fully detailed campaigns myself, where player-characters have significant restrictions on personal freedom and can get ahead in the game by role-playing rather than fighting. This is not the way most people play it, however, and so I doubt if the Editor would accept a two-page article on Japanese Fine Arts!

Remember Mumon's advice:

Do not shoot another's bow.
Do not ride another's horse.
Do not criticize another's work.

Yours,
Dave Morris, Woking.



Happy Landings!

Starport Design in Traveller by Thomas M Price

Introduction
The Starport is an extremely important part of the game and the background for many adventures. Every character passes through one at some time or other, whether he is a Starship Captain or is travelling Low. Despite the article on Champa Interstellar Starport in *The Journal* (No 7) I feel that this is an area in the game where the general outline has been fixed but some important details have been missed.

In nearly all cases the overall design of a Starport is going to be governed by one thing - money. Unless the Starport is on a world considered vital to the Imperium and thus the facilities are heavily subsidised, it will have to pay its own way. It should be rare indeed to find an A class Starport on a Poor world.

Landing Grounds
Or, how to save 4500 Credits each time you land... Most of the different types of landing areas depend on the Starship landing vertically in order for them to work, eg the 'Blast Pit' or 'Landing Pad'. While this is reasonable in low gravity or airless worlds, it is a waste of fuel on a planet with any sort of atmosphere. In order for a ship to make a planetary landing on a world with an atmosphere the ship *has* to be streamlined. As this is the case, why waste fuel landing vertically, when you can land like a TL7/8 Space Shuttle and glide in for free? All you need is a large runway.

The amount of fuel required to land vertically is going to be at least equal to that required to take off, and probably quite a bit more as the ships final speed is rather important... (And despite the fact that the ship is now a few tons lighter from the fuel used.) Taking the ratio between take off and landing vertically to be equal, for ease of calculation and allowing for at least halfway-decent computers, the following can be deduced:

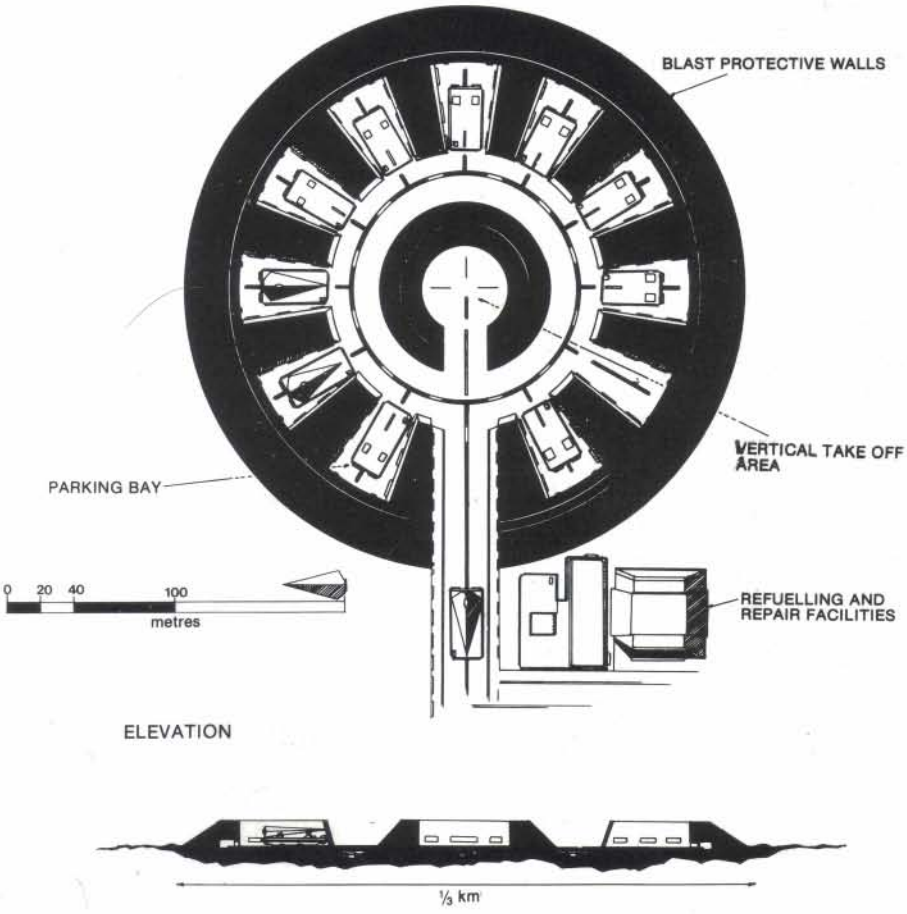
1. Using the example of a Scout/Courier with a total fuel tankage of 40 tons, after a Jump-2 the amount of fuel remaining is 20 tons. The amount of fuel used during the week of the actual jump, can be taken as part of that used to perform the jump.
2. The amount of fuel required to manoeuvre to/back from 100 planetary diameters is small compared to that required to lift the ship. In order to ease the burden of calculation it can be taken as one tenth of the fuel remaining, that is 2 tons. This leaves 18 tons to take off/land vertically, or 9 tons for each.
3. Therefore by gliding in like a TL7/8 Space Shuttle using no fuel, you can save 9 tons of fuel (at 500 Credits a ton...).

All the above assumes that all goes well of course, and depends a lot on the pilots skill. Not all Spaceports however will have the space for a 5km landing runway; for example Champa Interstellar Starport is built on an offshore island. These Spaceports will be less expensive to build initially, but cargo prices will be slightly higher. It is therefore reasonable to assume that a Landing Ground consisting of a runway 5km long (and perhaps 1km wide) is a preferred part of any commercial Spaceport. Naval facilities with no worries about fuel consumption would probably not require Landing Grounds. (The Space Shuttle requires only 9000 feet to stop, and can do it in much less.)

Parkbays
Having landed, the ship wouldn't be left out in the middle of the field, a long way from any facilities and a menace to other ships. The ship must move (or in an emergency, be moved) to somewhere near the Starport facilities. This leads to a problem as a Starship makes quite a powerful bomb, and who wants to leave a lot of potentially dangerous ships out in the open, near the Starport buildings. There is also the owners concern with security (and with most of the players I know, I don't blame them!). Army depots have buildings housing the ammunition separated by Traversing (called elsewhere Bunds or Blast Protection Berms). The Traversing is basically a blast wall designed to direct the force of the blast upwards. Similarly, individual ships could be housed in bays separated by blast walls. Each bay would have its own small accomodation building attached, with its own kitchen and security office. These would come as part of the landing fee, for the ships guards to use during the stay in port.

A number of bays would be grouped together for the best use of space and materials, and would have a central Vertical Take Off pit. Just outside the protection wall would be a Starport refuelling/minor repair building and transportation for crew and cargos [see plans]. A group of bays and take off pit, together with its attendant facilities is called a *Parkbay*.

PARKBAYS



The Parkbays themselves would be grouped around central points in large Starports (C or greater). The blast protection Traversing will not offer complete protection from the meltdown of a starship engine, but it will prevent the ships in neighbouring bays melting down as well.

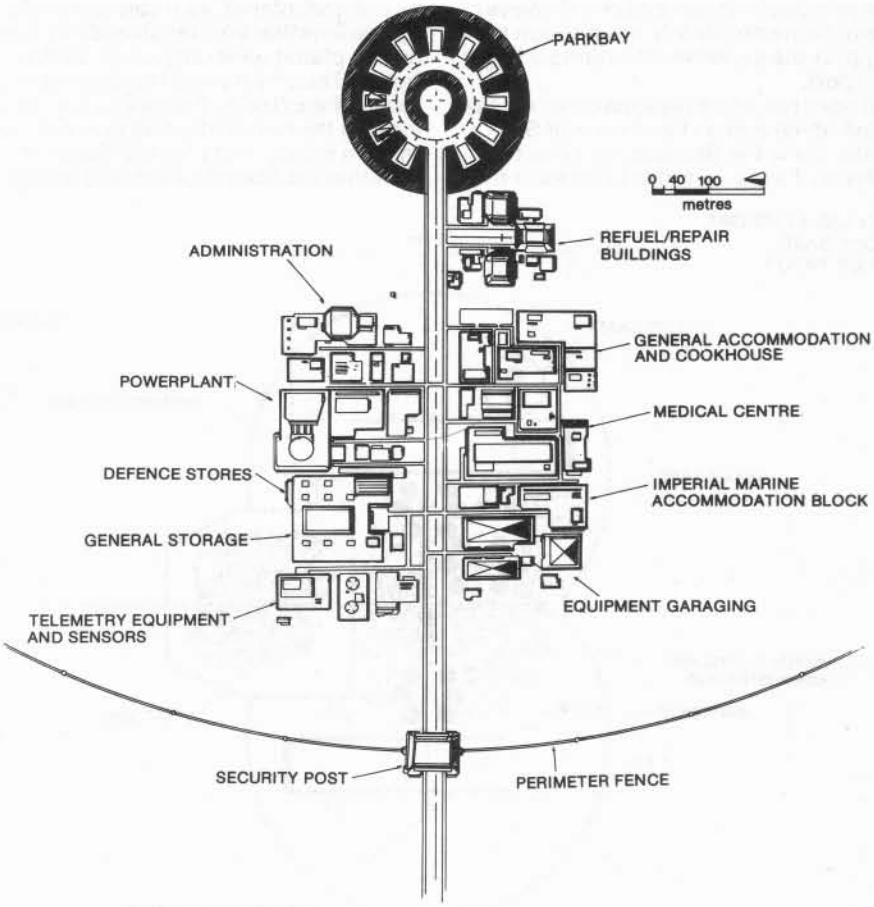
Naval Facilities

Scout Bases. The Scout Base would not be a large affair in most cases, as it usually only caters for scout/courier ships. There is no requirements for a Landing Ground as there are no fuel restrictions, so one Parkbay would normally be sufficient. The associated buildings would be few, an Admin block and equipment store, and an accommodation block housing the Marine Unit. The fuel store would be underground. The normal Parkbay Repair facilities would be enlarged allowing complete overhauls to be carried out. The orbital facilities of the Scout Base would be larger containing all the supportive equipment for the X-boat network in that system.

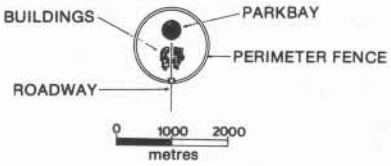
Due to the large number of Scout Bases throughout the Imperium the design would be standardised [see plans].

Any Customs or Immigration regulations would be carried out at the ship, at the time of landing. Regulations would be kept to Imperial Standards with any local Planetary regulations enforced on leaving the Spaceport boundary. Cargo transactions would take place at the Parkbay. The sale would be agreed either over the commlinks or by agent, a truck and Material Handling Equipment (MHE) would arrive and unload the cargo and take it away there and then.

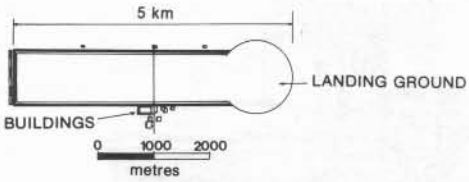
SCOUT BASE



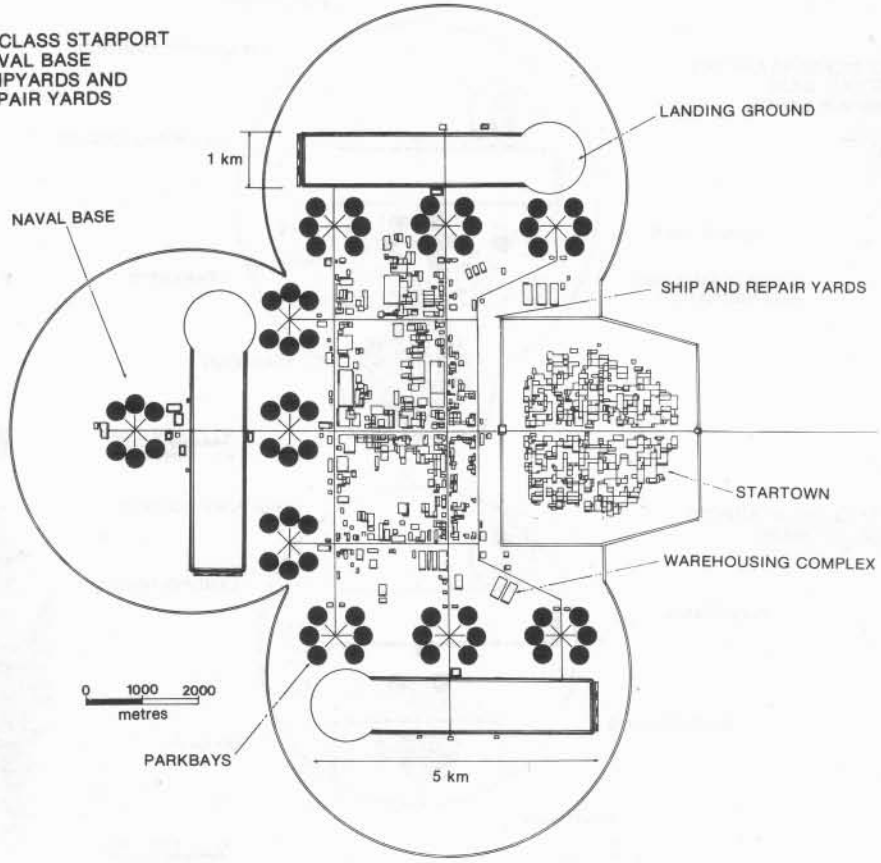
SCOUT BASE



'E' CLASS STARPORT



'A' CLASS STARPORT NAVAL BASE SHIPYARDS AND REPAIR YARDS



Naval Bases. Naval Bases are much larger affairs both in orbit and on the ground and would vary greatly from place to place. There would usually be no requirement for a Landing Ground but some of the larger bases may well have one. There would be several Parkbays and more buildings. A good number of the facilities would be underground in 'Hardened' silos. The headquarters of the Marine Garrison would be in the Naval Base. There may well be a Naval Shipyard for the repair and construction of Military Vessels. The orbital facilities of a Naval Base would include all the functions of a Scout Base so there would not be a separate station except in the most unusual of situations.

Startown

The Starport's income comes from a number of sources. The sale of fuel/equipment, repair fees, warehousing fees and a percentage from cargo sales being the principal money makers. However, these alone are clearly not enough to support the expense of running a large Starport.

It does not seem reasonable to me that most of the plans I have seen of Starports, show the Startown *outside* the Extrality Fence. In order to support the running of the Starport, recreational facilities and accommodation is required in abundance *inside* the Extrality Fence. As the Starport is Imperial Territory, it is not subject to the same rules as the host planet, so it can run all the operations that are illegal (and immoral) on the planet generally. (And all tax-free...) Thus by having the Startown *inside* the Extrality Fence you can provide for the needs of crews on R&R, and make a handy profit for the Starport. Whether the Starport Authorities run the operations directly or lease them to enterprising locals will vary from Sector to Sector.

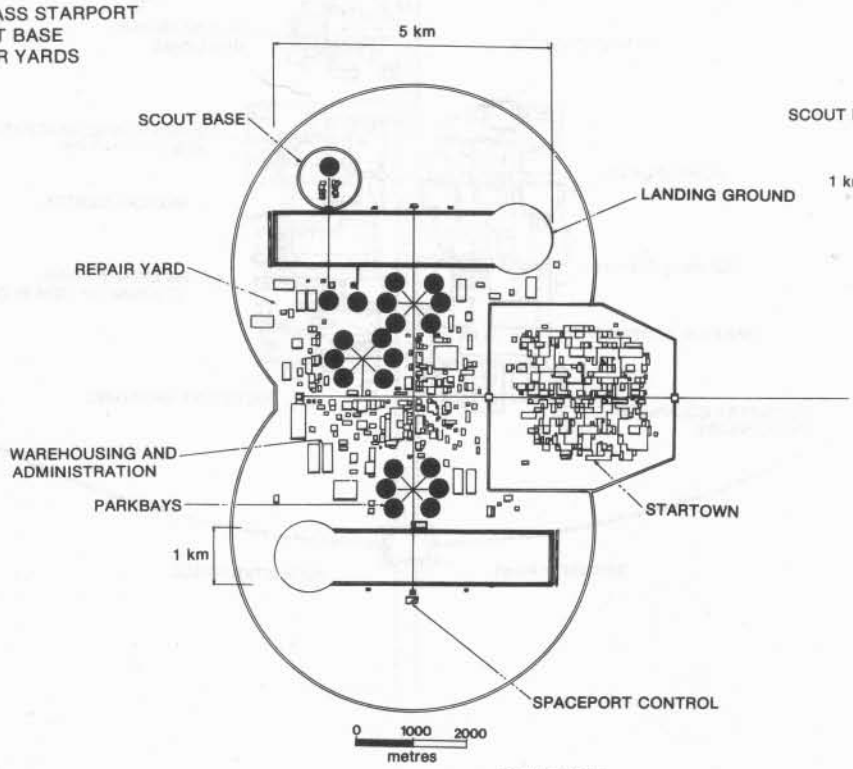
While there is much crime in a Startown it is not as bad as its reputation. Like any City it has its 'bad' areas, the better areas will be regularly patrolled by the Imperial Marines and the Starport Police. There will also be Licenced Police to protect specific building complexes, for example, The Travellers Aid Society. It is probably most useful to think of Startown as 'Las Vegas', where you can get anything for money but you won't be surprised if you get ripped off.

There will, of course, be an interior fence between the Startown and the rest of the Starport and strict controls on access. The Starport Authorities don't mind reaping the profits of Startown but won't allow it to interfere with the running of the Spaceport. In a number of Starports the income from the Startown far exceeds that gained in normal trade.

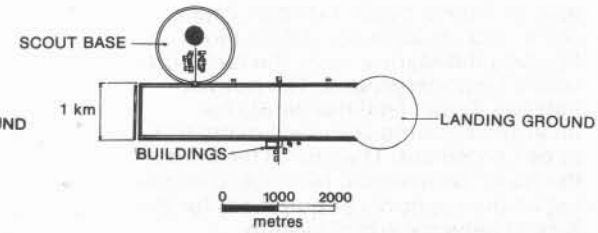
Conclusions

The size of a Class A Starport is going to be a lot bigger than most people realise. The size of the Landing Ground and the Startown have to be taken into account. So, don't think big, think *huge*...□

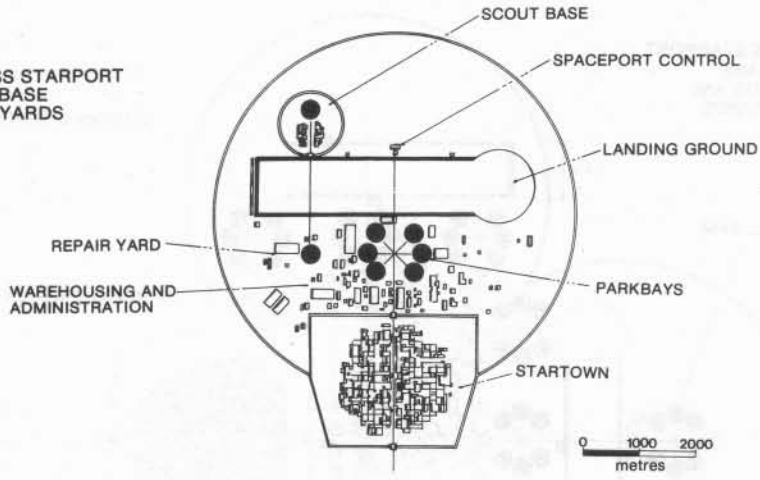
'B' CLASS STARPORT
SCOUT BASE
REPAIR YARDS



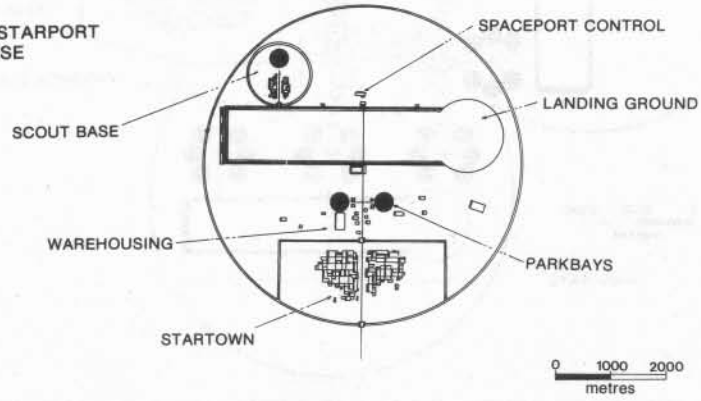
'E' CLASS STARPORT
SCOUT BASE

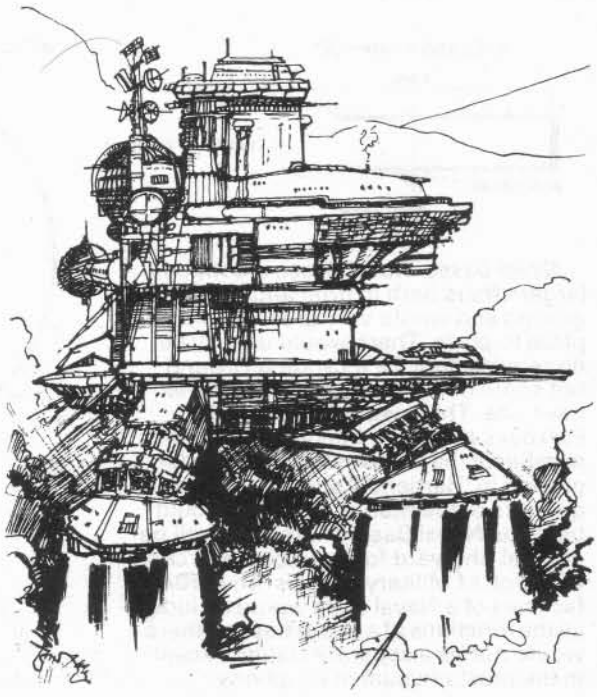


'C' CLASS STARPORT
SCOUT BASE
REPAIR YARDS



'D' CLASS STARPORT
SCOUT BASE



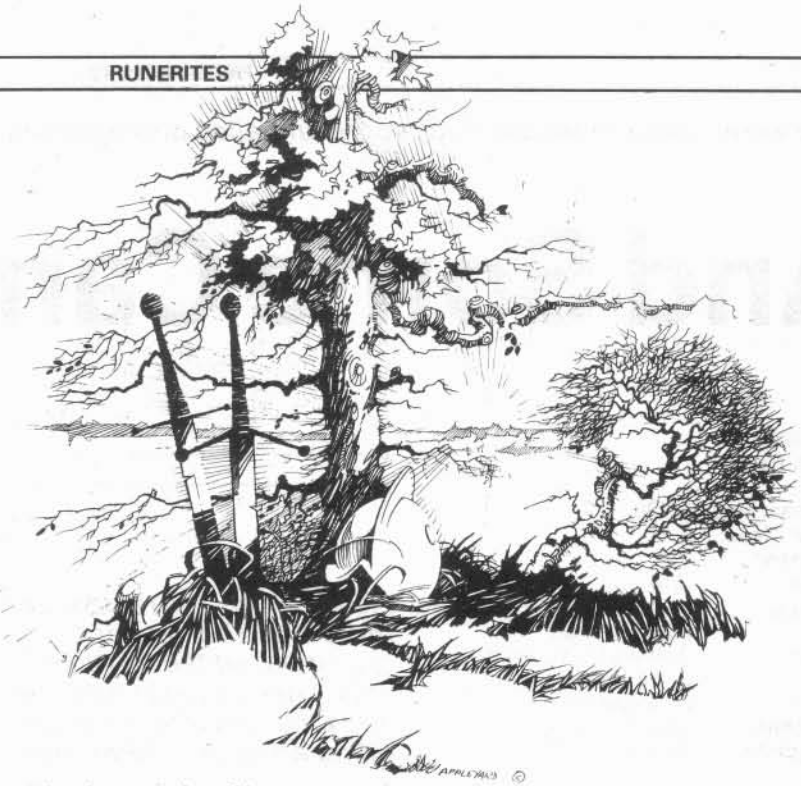


RuneRites *is a regular department for* RuneQuest *ideas, edited by Oliver Dickinson.*

ARMS TALK

Damage Absorption in RuneQuest

by Oliver Dickinson



In *Rune-Glitch* [*WF14*], Tom Holsinger makes many useful suggestions for improving *RQ* rules, especially aspects of combat; I particularly commend his suggestion for calculating damage by special and critical hits for its simplicity – simply the maximum possible damage (including full damage bonus), which in the case of a critical ignores all armour, tough skin, and magical protection. Thus, if you wield a spear at 1d10+1+1d4, you will deliver 15 points of damage. This cuts the possible amount of damage from an impale considerably, especially for arrows, but is probably realistic. He makes no comment on other aspects of the impale and slash rules; I would suggest that edged weapons still get stuck in the victim's body on specials (20%), but not on criticals unless they are missiles (but slingstones will not stick) or the attacker deliberately decides to leave the weapon in and immobilise the victim [cf *RQ* p21], and that the rules for getting them out again still apply.

He also presents an interesting argument for reducing the parrying ability of many weapons and for slowing the rate of increase in it by experience or training, on the grounds that many weapons were never intended to parry with. He excepts various weapons, including the greatsword, whose principle advantage in his view was defensive (and thus he cuts its damage to 1d10+1, as for a bastard sword; perhaps a little more, 1d10+2 or 2d6+1?). But, like most two-handed weapons, the greatsword has only 15HPs, and two or three good bashes with a sword, mace, or axe would be enough to demolish it under present rules. Steve Perrin has argued to me that this need not mean actual shattering, but merely that the weapon is blunted, bent, etc; in this case it should still be usable as a club, and even a blunt sword is likely to cause flesh-wounds (in *Droplaugarsona Saga* ch10, one of the best melee descriptions in the Icelandic sagas, Helgi disables his opponent's leg with a blunt sword). Moreover, if a sword was bent, one could take a MR to stamp it straight, as happens in some sagas, and also is reported, historically, of the Cimbri who invaded Roman territory around 100BC. If we are to accept this view of the greatsword, it ought to have 20 or 25HPs; but in any case this brings up the question of the relative fragility of the *RQ* weapons compared to the essential invulnerability of armour and shields, which take no damage no matter how often they are penetrated. I have performed several Divinations over this, with results that may be of interest.

Originally, weapons, armour, and shields blocked up to their HPs/APs limit, and anything more not only went through to inflict damage on the target, but caused 1 point's permanent damage to what had been used to block it; once the object's limit was reached, it broke. Armour and shields seemed to be breaking too fast at this rate, and so the amount needed to do 1 point's damage was raised to 1½ times their HPs/APs; it then appeared that PCs were being demolished much faster than their equipment, so this was dropped as unnecessary complexity. But *Chaosium* are still considering the problem, acknowledging that it is unrealistic to have unbreakable shields and armour; I would point out that not only does it affect what happens in melee, but that survivors might well want to replace/improve their own equipment, and to sell any good metal objects that were surplus to requirements – I can imagine that even at scrap metal value one ought to be able to get half-price, and one could try *Bargaining* for more (up to ⅔, say). I have not actually been allowing the purchase of second-hand armour, etc – once *repaired*, it should anyway be as good as new – but the possibility is there, for poor Adventurers.

I would be interested in readers' views. It seems to me that, at a minimum, critical and special hits should be able to do some degree of permanent damage; in the case of shields, at least, this ought to affect the ability to absorb damage after a while. Magic (*fireblade, bladesharp, bludgeon,* and even? *ironhand*) might well have a permanent effect as well. I certainly feel that any blow which deals double the total a shield can absorb (as a critical well might, since if parried it is doubled, *RQ* p19) should break it, unless delivered by an impaling weapon, which would go through; accumulated damage should also eventually break it. I am not so sure about armour, since the different items of armour cover body-parts very varied in size; but there is still a case for it. Cf *Cults of Prax* pp33 and 51 (shield sheared away, helmet cut in half). In the case of weapons, anything over a limit could be taken as HPs, except in the case of bows, which are extremely vulnerable and should take all damage dealt (they would only be used to parry with in desperation). Even with the limit at half their total HPs (8 for a 15HP weapon), damage is rarely taken, as I have discovered by experiment.

Working on this started me thinking about something else: why do shields absorb more damage, the bigger they get? In reality, the principal advantage of a bigger shield is that it protects more of the body, and this is reflected in the higher basic ability to use them and the coverage suggested against missiles by Holsinger in *WF14*. A bigger shield cannot also be *much* thicker, or it would become too heavy to carry (forget Ajax's nine-layer body-coverer in the *Iliad*, a poet's fancy); its greater mass and extent might help to absorb more of the force of a blow, but not by so much that a large shield could take double the points of a small one. Fittings on the shield, such as metal facing, bosses, or edging, might help to absorb damage; I pause to comment here that all-metal shields are not, I think, a historical reality, but *RQ* metals are not like earthly metals really, as *Chaosium* have made clear (historically, early iron weapons had only marginal advantages over good bronze ones, whatever you may have read to the contrary: they were slightly lighter and took an edge better). There are other points on which shields need a little more thought; the bigger examples involved putting your arm through a strap as well as holding a grip (eg a hoplite shield) and so should perhaps take a full MR to get ready, but they would not be easy to drop (a Fumble could mean that the arm-strap has broken and the shield is dangling, unusable, by the hand-grip). I would be in favour of reducing the amounts blocked by the bigger shields (say to 10 and 12?), especially if the Holsinger model for special and critcal damage is adopted, which reduces the damage delivered in many cases.

See what happens once you get started! Comments welcome.□

In the wilds, some monsters flew, some tunnelled underground, some walked...

And Some Came Riding

Fiend Factory *is a regular department featuring readers' monsters, edited by Albie Fiore. This issue, a collectin of creatures that are often encountered riding an equally nasty steed*

BUG-RIDERS
by Jack Rick

No Appearing:	10-80
Armour Class:	9
Movement:	15"
Hit Dice:	3d8
Treasure:	Individuals: K,L,M; B and F in lair
Attack:	2 claws for 1-3 each or by weapon type; plus special
Alignment:	Neutral (evil)
Intelligence:	Average to high

These rare creatures are of roughly the size and build of men but are covered with small shiny black scales which have an irridescent sheen. They have large black compound eyes which resemble those of a dragonfly, allowing them to see anywhere but directly behind them (they are therefore rarely surprised – 1 on a d6) and they have well-developed infravision (90'). Their tongues are long and are continually flicking in and out of their mouths, while their noses are practically non-existent, being but mere nostril slits. On each hand they have two short fingers and a thumb opposite; all three are tipped with heavy claws.

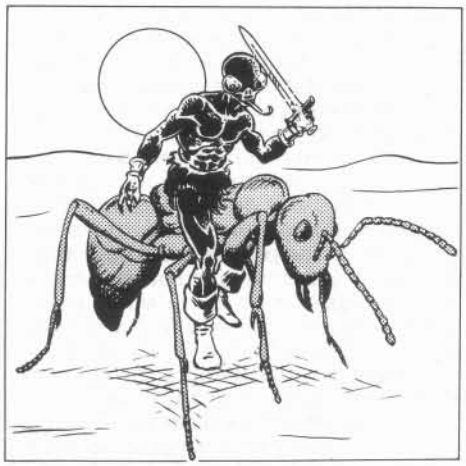
Once every two melee rounds they are able to spit their digestive acids up to 10', causing 1d10 points of damage for 1-4 rounds (no saving throw). Their large eyes give them good depth of field, so add +3 to hit when firing acid, and +2 with their claws which deliver 1-3 points of damage per hand. The bug-riders are sometimes (40%) armed with normal weapons (+1 to hit because of their acute vision), distributed as indicated here:

spiked club	25%	military pick	5%
mace	20%	axe	5%
morning star	10%	no weapon	35%

Those in the encountered group with no weapon will attack with their claws.

In addition to those encountered, there will be 1 druid of 1st-4th level for every 20 bug-riders, 1 of 5th-8th level for every 40, and 1 of 9th-11th level if the maximum of 80 are encountered. These druids have abilities appropriate to their levels, and will have all spells pertaining to insects which may be gained at their levels. As well, there will be females equal to 75% of the males, and young equal to 50% of the females, found in the lair. There is a 60% chance that the bug-riders will be encountered in their lair. All have standard magic resistance.

These creatures inhabit cave complexes, and usually share their lairs with 1-2 nests of giant ants (60% chance), and/or 1-10 large spiders (50%). There will also be, as steeds and pack animals,



2-8 giant 'daddy long-legs' (65%, 1-6 very large wolf spiders (40%), and 1-10 *giant* black or red ants (20% and 15% respectively) – statistics for these steeds are given below.

They have no need for a leader, having developed a communal intelligence, each member knowing what must be done for the good of the tribe. It is because of this that they will unhesitatingly fight to the death, if necessary.

They speak common, their alignment tongue, and are able to converse with all varieties of unnaturally large insects (eg giant spiders, giant wasps, giant beetles etc, but not rot grubs or purple worms, for example, which are not 'insects').

Giant 'Daddy Long-Legs'
AC: 5; Move: 18"; Hit Dice: 6d8+3; Attack: 1 bite for 2d4; Alignment: Neutral; Intelligence: Non-
If this creature scores 4 over its minimum reqired to hit, it indicates that it has held on to its prey and will hit automatically next round but a roll must still be made just to see if it continues to hold on for the subsequent round. While held, the victim strikes at –2. The creature's leg span is 11' while its body (approximately 5'x3'x2') is 4' off the ground.

Wolf Spider
AC: 6; Move: 24"; Hit Dice: 5d8; Attack: 1 bite for 2d6 plus poison; Alignment: Neutral; Intelligence: Non-
This spider has a 7' leg span. The victim of a bite gets no adds to their save versus poison.

Giant Black Ant
AC: 2; Move: 18"; Hit Dice: 7d8+3; Attack: 1 bite for 3d4 plus special; Alignment: Neutral; Intelligence: Animal
If this creature scores 2 or more above its minimum required to hit, then it has injected formic acid with its bite for 1d8 additional points of damage for each of 1-3 rounds. This creature is 6' long on average.

Giant Red Ant
AC: 4; Move: 18"; Hit Dice: 6d8; Attack: 1 bite for 5d4 plus special; Alignment: Neutral; Intelligence: Animal
If this 6' long creature succeeds in hitting with its huge mandibles then it will also attempt to sting its victim in the same round at -2 to hit. The sting results in 2d8 points of damage plus poison. If the victim saves versus poison, then the venom has no effect and the sting does half damage. Whether or not the poison was successful, the sting itself causes painful swelling, reducing the dexterity of the victim by 1d4+1 for 1d4 turns.

LICH-KING
by Daniel Lukacinsky

No Appearing:	1
Armour Class:	-8
Movement:	10"
Hit Dice:	157 hit points
Treasure:	H
Attack:	2 hands for 2d12 each plus by weapon type;
Alignment:	Neutral evil
Intelligence:	Supra-genius
Psionic Ability:	1010; Attack/Defence Modes: all/all

The dread lich-king, of which only two exist, appears as a man-sized skeleton hooded in a black cape and riding a nightmare (see *MM* for statistics). They are the right-hand servants of Hades, and are only very rarely seen on the Prime Material Plane, and only then when running an errand of some sort. They both use horrifying weapons; large sickles named Soulstealer for one and Lifedrawer for the other. A hit from

either of these sickles acts as the 8th level magic-user spell *trap the soul*, wherupon the victim's soul is sucked into the blade never to return. The sickles can hold up to 15 souls, after which they hit as a normal weapon doing 4d10 points of damage. The lich-king has the strength of a storm giant and consequently does +12 on all damage inflicted, *always* hitting with the sickle.

They can see into both the Astral and Ethereal Planes, so their attacks are effective on creatures in both those Planes. They speak all languages and have infravision, ultravision, and x-ray vision (140'). They can regenerate 4 hit points per round. If necessary, they can also attack with their fists for 2d12 plus strength bonus each.

Their chilling touch causes an additional 2d10 points of damage and drains 2 points of strength. The lich-king can only be hit by +4 or better weapons. Spells of any kind have no effect on them.

They have highly developed psionic abilities and have all the major and minor disciplines at 30th level mastery.

The lich-king may also cast the following spells twice per day: *astral spell; bigby's crushing hand;* each *symbol;* each *power word; teleport* (no error); *meteor swarm; shape change; time stop; wish;* and *gate* in 1—4 liches (no error) and Hades (90%).

If a lich-king is killed, its body dissipates into a cloud of gas and a piercingly

shrill shriek will be heard by all within a 100' radius who must save at −7 versus death or die. A successful save negates the effect but any who fail to save are forever dead and cannot be *resurrected*. The gas cloud will then return to Hades where it will remain for 2001 days to reform. If the being who destroyed its material form is not yet dead, it will seek at every opportunity to destroy them.

VANITH-VADIREN
by Phil Masters

No Appearing:	8-160
Armour Class:	Varies (usually 3-0)
Movement:	15" or better
Hit Dice:	3d8 or more
Treasure:	O, Xx2, Z
Attack:	By weapon type; spells
Alignment:	Lawful good
Intelligence:	High – supra-genius
Psionic Ability:	231 – 330; Att/Defence Modes: A,B,E/F,H,I,J

The vanith-vadiren are the 'heaven elves' – a race of elves, with all of that race's immunities, powers and weapon skills – who dwell in the Twin Paradises. How they attained this rank is unclear, but they seem to serve the gods of that Plane. They are regarded with awe and fear by most mortals; elves especially respect them (treat as 15+ charisma), but are wary of the vanith-vadiren lawfulness. A mutual hatred exists between them and the drow who must check morale at -10% when encountering them. The vanith-vadiren will attack drow automatically with +2 to hit.

All heaven elves have 95% resistance to the following spells: *enchantment/charm; illusion; phantasm* and *possession*; 60% to those that work partially so (such as *shadow magic*); and 60% to purely 'physical' spells. Each can cast *detect magic; feather fall* and *tongues* once each per day; all except the 'youths' can also cast *dispel magic; bless;* and *speak with animals* once per day. All casting of such spells is at 4th level power. In addition, vadiren of 6th or higher level have a 50% chance to *call lightning* once per day, conjuring two bolts of 10d8 power each.

Base numbers in a vadiren party are all 4th level fighters clad in *+1 chainmail*, carrying shield, short composite bow, longsword, dagger, and a quiver of 15 silver-tipped and 5 *+2 arrows*. However, any group encountered has a 25% chance of an additional 1-12 3rd level fighters ('youths'), whose armour is not enchanted. For every 25 4th level fighters, there will also be a 6th level 'hero' – a fighter with *+2 chainmail* and a *+2 longsword*, plus all other vadiren fighting gear. All groups will be led by a cleric or (20% chance) a cleric/magic user of level determined by group size. Clerics have *+2 chainmail, +2 shields,* and *+3 maces*. Double class leaders add *+2 daggers* and (80% chance) of 1-3 miscellaneous (useful) magical items. Sixth or higher level clerics and cleric/MUs have a 20% chance of 1-3 3rd level cleric 'assistants' in *+1 chainmail* with *+1 maces*. Leader level is determined as follows:

Group Base Size	*Cleric Level*	*Cleric/MU Level*
8-20	4	4/3
21-60	6	5/4
61-100	6	6/5
101-140	7	6/6
141-160	8	7/6

Groups also have a 40% chance of having magic users equal to 5% of their base numbers, rounded up. These will be 4th-6th level with *+2 daggers* and an 80% chance each of 1-3 miscellaneous magic devices. Furthermore, a vadiren party has a percentage chance equal to 20+ half its base numbers of being accompanied by 1-3 monks of the race, or by 2-5 if the base size is 100 or more; and a like chance of 2-7 of the psionically endowed of their race – the 'vangirru'; and a 10% chance of a bardic loremaster/adviser/chronicler. Monks are 5th-8th level, with *Rings of X-ray Vision* and *+2 hand-axes*. Bards are 6th-9th level, with fighter/thief abilities at 7th/5th level, and bear *+2 swords, +1 chainmail, +3 Rings of Protection*, and in 40% of the cases, *Lyres of Building*.

The vangirru are 6th level fighters, armed as such, but are the only ones of the race with psionic abilities. They have the minor disciplines of Precognition, Supend Animation and two others; and the major ones of Body Control, Mind Bar and Energy Control.

Vanith-vadiren parties have a 20% chance of being mounted on horses equal to a paladin's warhorse; 25% of riding pegasi; 10% of riding giant eagles; 5% of being afoot; and 40% of sailing a flying ship. All steeds are totally faithfully .

Vanith-vadiren 'sky galleys' are built of strong supernatural woods, and will *levitate* at the command of any vadiren, except a 'youth', who takes the helm, and then move at the speed appropriate given the prevailing wind. However, their full powers are only realised under the control of a 'helmsman'.

The crew for each such vessel is four 4th level fighters, each of whom can climb as a 6th level thief (due to long experience in rigging), *predict weather* once per hour, and *control winds* once per day. These crewmen obey a 'helmsman' of 6th level fighting ability who can climb as his crew, *predict weather* at will, *control winds* once per hour, and *conjure* an 8-die wind elemental once per day. Further, all such elementals invariably obey the requests of a helmsman (who will refrain from caus-

ing one to experience any excessive danger), and can propel a sky galley at its own movement rate. Crewmen cast their special spells at 5th level power, helmsmen at 7th. The latter can also require their ships to *plane shift* once per hour, and to project three *fireballs* per day from the dragon-headed prow of their vessel as a 6th level MU. Crewmen have normal leather armour and *+1 daggers*; helmsmen have *+2 leather armour* and *+2 short swords*.

An unarmoured vadiren, such as a monk or MU, can move at 20" per round; others achieve a 15" movement rate. Members of the race live for thousands of years, and speak their own, alignment and common tongues, plus those of all demi-human, goblinoid, and giant races.

Their patriarch is said to be a 12th level cleric/magic user/monk/bard, with maximum vangirru powers and the rank of a demi-god, not to mention special talents of his own of which mortals are as yet unaware.□

Treasure Chest *is a regular department for* D&D. *This issue – something on Japanese weaponry.*

BUJUTSU

Monkish Martial Arts by Graeme Davis

Anyone who has watched a Bruce Lee film will be aware of the wide and bewildering variety of exotic weapons used by practitioners of the oriental martial arts, and it seems odd that only the Bo staff and Jo stick should be dealt with in the *Players' Handbook*. In an attempt to fill this gap, some of the principal martial arts weapons are described below, together with the Japanese equivalents of more commonplace weapons such as swords and polearms.

Bo. As described in the *PHB* the Bo is a six-foot quarterstaff, and can be used to deliver two butt-strokes at 1-4 or a roundhouse swing at 1-8. Similar is the *Tetsubo*, and iron staff which requires a Strength of 15 to wield effectively, and delivers 1-6 damage on a butt stroke or 1-12 on a roundhouse blow. Both weapons may be used by any character with a weapon proficiency in the Bo.

Jitte. An iron truncheon 18in long, with a pair of tines projecting forward from the hilt. These tines are used for trapping an opponent's blade, and can disarm on a successful hit to AC(8-[opponent's Dex - character's Dex]). When used as a club, the Jitte does 1-4 damage. Similar is the *Sai*, which has a dagger blade instead of the truncheon, and does damage as a dagger in addition to the disarm option. A character with a proficiency in either of these weapons may use either at no penalty.

Jo. As described in the *PHB*, a two-foot wooden baton. The Jo can do 1-3 damage, or 1-6 points to subdue.

Kama. A peasant's reaping sickle, doing 1-6 damage to small and medium opponents and 1-4 to large opponents.

Kawa-naga. A grapple on a rope. May be used as a grappling hook on a successful saving throw vs Dex. When used as a weapon, the Kawanaga causes 1-3 damage on a successful hit, or may be used to entangle on a successful hit to AC10, modified by the victim's Dex bonuses and magical protection.

Kawatan. An iron binding for the edges of the hands and feet, for use in open-hand combat, giving the wearer +2 to attack and double damage. As Kawatan are used in open-hand combat, they do not count as a weapon for proficiency purposes.

Kiseru. A two-foot iron pipe, often disguised as a smoking pipe. It is used in a similar manner to a Jo stick, and does 1-6 damage to kill or subdue.

Kusarigama. A sickle on a 12ft length of chain. It may be used to strike (1-6 vs S or M, 1-4 vs L), or to entangle (as Kawanaga). It may also be used one-handed as a Kama, the chain either being folded away or used in the other hand as a flail.

Mankirigusami. A 12ft whip of light chain with a weighted end. It may be used to strike (1-4 vs S or M, 1-2 vs L), or to entangle as a Kawa-naga.

Shuko. A cestus or hand-binding, similar in principle to a set of brass knuckles. Used on open-hand attacks, it adds +1 to damage or +3 to subdual damage. Like the Kawatan, it doesn't count as a weapon for proficiency purposes.

Nekode. Clawed gloves, designed primarily for climbing, and adding 10% to climbing ability, they add +4 to damage when used in an open-hand attack.

Nunchaku. A flail formed by two 1ft hardwood batons linked by a length of rope or chain. Damage 1-6 vs S or M, 1-4 vs L, or 2-8 to subdue.

Shuriken. Can be darts or throwing stars. Stars do 1-4 damage vs S or M, 1-2 vs L.

Tonfa. An 18in wooden club with a handle at one end, forming an L-shape. It is gripped by the handle, so that it lies along the forearm, and used mainly in chopping attacks with the forearm. Damage is open-hand damage +3, to kill or subdue.

Yawara. A small wooden dumbbell, held in the fist to enhance the effectiveness of punches, and adding +2 to damage or +4 to subdue.

Weapons with European equivalents

Aiguchi - dagger
Futama-yari - bill-guisarme
Katana - bastard sword
Naginata - halberd
No-dachi - two-handed sword
Ono - poleaxe
Tanto - dagger
Wakizashi - shortsword
Yari - spear

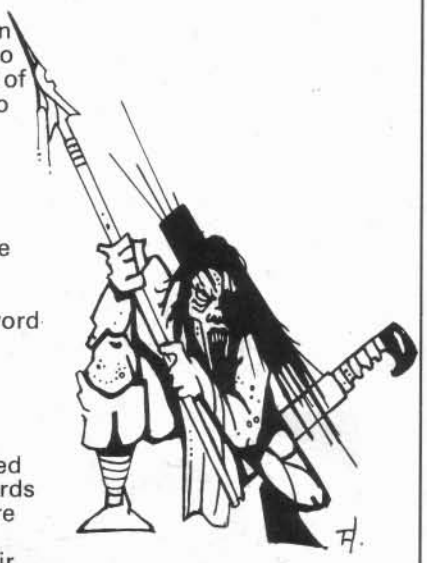
The art of forging sword-blades was highly advanced in feudal Japan; 2% of swords are 'Master blades', and are non-magical +1 swords owing to the quality of their blades. A small percentage of master blades may be +2 or even +3, but these are extremely rare.

Kyu. The Japanese asymmetric longbow should be treated as a composite longbow. Bows were matched to the strength of the user, expressed in terms of how many normal men were needed to span and string the bow. In *AD&D* terms this may be treated as follows:

Strength	*Rating*	*Range*	*Attack*	*Damage*
10 or less	1-man bow	std	std	std
11-15	2-man bow	+20ft	+1	+1
16-18	3-man bow	+30ft	+1	+2
18(01) or more	4-man bow	+45ft	+2	+3

Using a bow with too high a rating (overbowing) gives an attack penalty equal to -2 per man-rating over. Similarly, underbowing gives an attack penalty of -1 per man-rating under.

Arrows come in various types for different purposes:
Willow Leaf: standard
Bowel Raker: -1 to hit, +1 damage/man-rating
Armour Piercer: +1 to hit, -2 damage
Humming Bulb: -1 to hit, damage 1-3; fitted with a bull-roarer on the shaft, for use in signalling.



Final Note

A treatment of these weapons and arts for an RPG system may be found in *Bushido*, published by *FGU*, to whom the author would like to acknowledge his debt for some of the information used here, particularly that on archery. □

GOBBLEDIGOOK by Bil

Monsters do it Manually

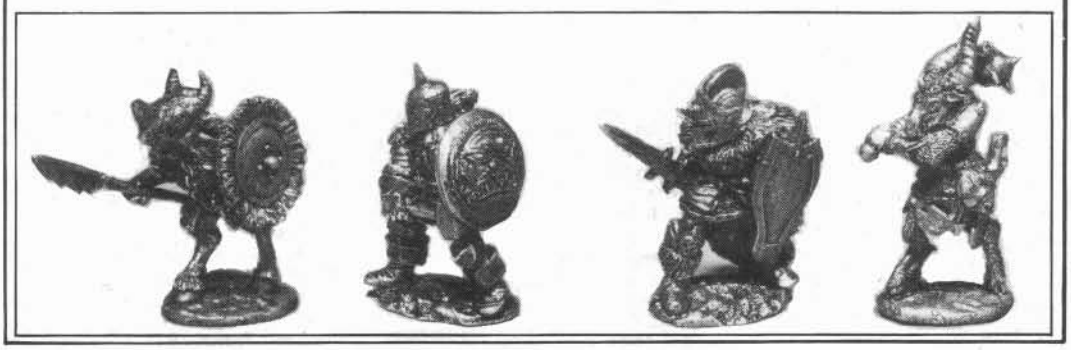
DAILY HEXPRESS

I'm no Common-or-Garden Gnome says Thorgrimm

Thorgrimm Branedimm, the new dwarf from *Citadel Miniatures*, refuted the rumours that he is generally available. 'I'm no common-or-garden gnome' he said angrily at yesterday's interview. 'If anyone wants my services they can only do it by completing the special coupon in *Citadel*'s new mass combat, fantasy role-playing game, *Warhammer*.

Me, I'm something special

Pointing at the figures, pictured below, who were in the crowd, he went on, 'I'm not like them trouble making Warriors of Chaos or them filthy Broo. Anyone can get them in *Citadel*'s new *Speciality Set 1: Warriors of Chaos* or the new *RuneQuest Set 4a: Broo*. Me, I'm something special'.



NEW PLANS FOR CITY

City adventurers will now be able to map out their streets and alleys with *Games Workshop*'s release of their new *Dungeon Floor Plans 3*. The set features rooftops for delineating city spaces as well as setting the scene for high jinks. Also in the set are quaysides, jetties, stockades, various river/coastal boats and more. The set complements the first two *Dungeon Floor Plans* sets.

Games Workshop have also announced that *Battlecars*, the game of deadly driving, is to be released in October this year, followed by *Talisman*, the magical quest game, in November.

Trekking on

Fans of *Star Fleet Battles*, *Task Force*'s SF ship-to-ship game set in the *Star Trek* universe, will be pleased to hear that there will very soon be a new edition with a revised rulebook of *Star Fleet Battles* along with *Captain's Log 1*, a short story with 20 scenarios.

Future Bookings for Travellers

A new batch of *Traveller* releases is expected from *GDW* later this year. Of prime interest will be *The Traveller Adventure*, the second in the series of full-size *Traveller* books. This will be a paperback. Also due for release at the same time are *Tarsus*, the first boxed *Traveller* module featuring a complete world with accompanying adventures; and *Traveller Supplement 13: Veterans*, a booklet of pre-generated mercenary characters.

GDW also plan to release *World War III*, a two-player, boxed boardgame of a 1990 clash in Central Europe.

An invitation to phone-in fantasy

The Tower of Doom, the first ever UK *Fighting Fantasy Phone-In*, will happen at BBC Radio Nottingham on 21st July at 10.05am. After the terrors of *The Warlock of Firetop Mountain and the horrors of the Citadel of Chaos* and *Forest of Doom*, you can face the ultimate test — a live fantasy adventure! For further details write to: *The Tower of Doom*, BBC Radio Nottingham, York House, Mansfield Road, Nottingham.

Or you can take your courage in your hands and ring Nottingham 343434 on 21st July anytime after 8.30am.

I.C.E. lording it

Iron Crown Enterprises have acquired the rights to boardgames based on Tolkien's *Lord of the Rings* and *The Hobbit*. The first game to be released is *The Fellowship of the Ring*, a boardgame for two players which focusses on the quest to destroy the one true Ring.

Lycanthrope loose

A lycanthrope is loose on the streets. *Yaquinto*, who released it, inform us that it is *Werewolf*, their new *Man, Myth & Magic* scenario. Their other new release this month is *Close Assault*, a 1-4 player game of man-to-man combat in WWII.

More Monsters

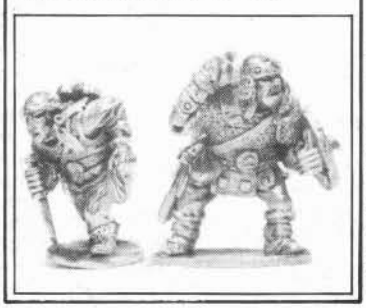
A new batch of *AD&D* monsters is expected in August when the new *Monster Manual II* is expected to be released by *TSR*. The same release date has been set for a new revised version of the *Basic D&D Set*. This will consist of two books, one for players, and the other for the DM which will include a scenario. The rules will be written for ease of understanding. This may be a result of the rumoured 16% fall in the sales of *Basic D&D* in 1982.

Currently available from *TSR* are several new scenarios and play aids. These are: *AD&D Module EX1: Dungeonland; AD&D Module UK1: Beyond the Crystal Cave; D&D Module X4: Master of the Desert Nomads; Top Secret Module TS004: Operation Fastpass;* and *Star Frontiers Referee's Screen and Mini-Module*.

TSR are also planning to release their own range of 25mm *D&D* miniature figures some time soon. These will be under the supervision of Duke Seifried, formerly of *Heritage*. The first four sets are expected to be *Fighters, Rangers and Paladins; Clerics and Druids; Magic Users and Illusionists;* and *Monks, Bards and Thieves*.

Half-Orc well cut

A drunken half-orc was involved in a brawl with a thief last night. Both had emerged from the *Chronicle Miniatures* tavern and tangled in the street. The two, *CF19: Half-Orc Adventurer*, and *CF10: Thief*, were caught in our picture squaring up to renew hostilities, but after a few angry words went their separate ways. The proprietors of *Chronicle Miniatures* pointed out that they were both well cut.



Road deaths up

Road deaths have increased again this month with the release of *Car Wars Expansion Kit 2* from *Steve Jackson Games*. The set includes more car and truck counters, road sections, and a turn indicator.

Next Issue

Part 3 of *Irilian* – the North East quarter; *Dealing with Demons* – demonology in *RuneQuest*; *True Sight* – something on realism in FRPing; *Treasure Chest* – another look at clerical conversion; *RuneRites* monsters plus all your regular features and much more!

CLASSIFIED

All classified ads must be prepaid at the rate of 10p per word, display ads £3.00 per scc. Please send copy and payment to White Dwarf *27-29 Sunbeam Rd, Park Royal, London NW10, making cheques/POs payable to* Games Workshop Ltd.

Lead to Flesh
Bring your favourite characters or monsters to life by sending them to us for painting. Send an SAE for an illustrated leaflet or send a cheque or PO for £2.00, along with your 25mm figure for a sample of our artwork and leaflet, to: John Hatfield, 6 Woodham Rd, Catford, London SE6 2SD.

Wereback
AD&D, RuneQuest, Traveller scenarios, £10 competition dungeon, the Gary Gygax interview and much more in Wereman 6. The last word in fish and chip insulation. Send 50p to 3 Wallis, Eton College, Windsor, Berks.

For Sale
AD&D, Traveller, Top Secret rules and scenarios; also several fanzines. Matt Quartermain, 138 Three Bridges Road, Crawley, Sussex.

For Sale
AD&D – DMG: £6.00, *PHB*: £6.00, *MM*: £4.00, *D&DG*: £6.00, *FF*: £6.00, or all for £25. Good condition (*DMG* fair). Phone Bourne End 23544.

Information Exchange
Send your scenarios, characters, information etc for *Call of Cthulhu* or *Stormbringer* and receive more in exchange. Include SAE plus £1.50 PO or cheque to S M Grethe, 10 Larch Close, Billinge, Wigan WN5 7PX.

For Sale
RuneQuest (boxed) £5.00, 7 *RuneQuest* figure sets: £19.00. Also *D&D* scenarios and large box figures. Tel: Coventry 467286 evenings.

To Whom It May Concern
Please buy my fanzine otherwise my wife and children will die. Send 65p for Issue Two of *The Journal of the Senseless Carnage Society* to Simon Hartley, 5 Burgh Heath Road, Epsom, Surrey.

Games Day '83 – Events
Games Day is the largest event of its kind in the world. We require experienced Games Group or Clubs to create and run Competition events or participation games of *AD&D, Traveller* and *RuneQuest*; Participation events of the most popular FRPs – for beginners and experienced players; Demonstrations of Fantasy or Historical miniatures wargaming; and participation games of classic boardgames like *Starfleet Battles* and *Car Wars*. You supply the event and referees. I supply advice, play aids, figures, electrical requirements (If computers are to be used) and certain expenses. For further details contact: *Clive Bailey, Games Workshop, 27/29 Sunbeam Road, London NW10 6JP.*

Tinnyoro!!!!!
Not another fanzine!... AAARRRRGGHHHHH!!!... You have the right to remain silent... To this chorus of universal acclaim *Tinnyoro*, the new *D&D/Traveller/Champions* fanzine bursts onto the scene. Featuring scenarios, character classes, reviews, ideas and.. the Unspeakable Umpteen ??!? Now available price 40p (Inc p&p) from Andrew de Salis, Mountgarret House, Worksop College, Worksop, Notts. What's *Tinnyoro* mean? Buy it and find out!

Scenarios For Sale
Experienced Adventure Designers At Your Service. Cheap Rates, Includes Maps, Illustrations; Typed. SAE: Wayne Sleeth, 23 Clee Crescent, Grimsby, S Humberside.

16K Pet Tapes
£5.00 each. *Rear Gunner* (new room). *Castle of Anger. Red Orc Castle, Descent, Laserware.* Wakefield Carter, Green Close, Southpark, Barnstaple, North Devon.

Traveller For Sale
14 Books/Adventures, 80 figures, 63 painted, £50. Phone 0555 73457.

For Sale
Traveller Books 0-3, *Supplements 1, 2* and *6*, Adventures 4 and 7, Double Adventures 1 and 4, Marches Map. All mint condition for only £28. Contact: A J Hart, 27 Ashmore Avenue, Ashmore Park, Wednesfield, West Midlands WV11 2LT.

Fantasy Figures Painted
Send SAE for list or £1.00 for figure and list. Spears, 31 Blackthorn Close, Birmingham B30 1SB.

At Last!
Quasits & Quasars prints its first *AD&D* solo adventure. Also contains an *AD&D* dungeon, *Car Wars* setting and scenarios, *Traveller* material, fiction, discussion and much more. *Q&Q8*: 36 pages for 60p (including p&p) from Dave Hulks, 54 Slimmons Drive, St Albans, Herts. *The* magazine for Quality *and* Quantity.

HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.

Players Wanted
Experienced GM/player, age 17. Own rules (*AD&D, Traveller, RQ, T&T*). Looking for anyone. Will travel reasonable distances. Please contact: L Barton, Mon-Fri: 3 St Paul's Crescent, Camden, London NW1, Sat/Sun: 48 Clive Rd, Rochester, Kent.

Wanted
WD1-39, preferably in good condition. Good prices paid, will buy from more than one person. Please contact: Thomas Bancroft, 85 Middle Gordon Rd, Camberley, Surrey or phone Camberley 64059 after 4.00pm.

2000AD
Wanted: Issues 1-167 of *2000AD*. Send your prices to: Tony Dunks, 59 Salisbury Rd, St Judes, Plymouth, Devon.

RPG Swindon
20-yr old RPGer wishes to start gaming. Will try any RPG system but especially interested in *AD&D*. Contact: Mark Richardson, 15 Manor Close, Wroughton, Swindon, Wilts SN4 9JN. Tel: 0783 814100, evenings after 6.45pm.

AD&D Aberdeenshire
Young DM, specialising in Norse Mythos, searching for club. Temporarily based in Edinburgh. Letters to: B Richardson, Carrington House, Carrington Rd, Edinburgh.

Medieval Re-enactment
Take on a persona from the past and live out the middles ages today. Banquets, revels, tournies – real life role-playing. Grimwood medievalists researchers and relivers of medieval times. Gordon Waldie, 13b Kiln Rd, Shaw, Newbury, Berks. Tel: Newbury 45771.

FRP Hull
I'm looking for a FRP Gamer. Male or female, between 13-17 years old. Must be in Hull area. Contact: Craig Smith, 93 Axdane, Orchard Park Estate, Hull, N Humberside HU6 9AD.

Gateway 1983
Southern California's largest strategy game convention and exposition. To be held September 3-5, 1983 (Labour Day weekend), at the Sheraton-Anaheim Hotel, next to Disneyland in Anaheim, California. Wargame, Science Fiction, Fantasy, Sports and Family game tournaments will be featured, along with industry exhibitors and many special events. Something for everyone, from novices to experienced players. Admission: $13.50 for advance pre-registration for all three days; $15.00 at the door for all three days; or $10 at the door for one day only. (Advance pre-registrations must be postmarked no later than August 10, 1983; and will permit tournament pre-registration.) For further information write to: *Strategicion* PR Dept, P O Box 2577, Anaheim, CA 92804.

Please!
Has anybody got *WD26, 27 and 29*. Good prices paid, if in good condition. Tel: 0272-843013 or contact Duncan J Harris at 1 Greenfield Park, Portishead, Bristol BS20 8NG. Telephone after 4.30pm please.

Superheroes
Experienced Superhero Role-player and GM seeks other frustrated comicbook writers with whom to correspond. Particularly interested in hearing from an experienced *Champions* GM and *V&V* GM with a view to writing multi-system scenarios for magazines and presenting unified approach to the Superhero Role-playing hobby at conventions etc. Contact: Simon Burley, 20 Honeswode Close, Handsworth, Birmingham 21.

RPG Harpenden
We play *AD&D, Traveller, RQ, Car Wars, Thieves' World, Griffin Mountain*. Also *Morrow Project, V&V*, perhaps *Champions/Aftermath/Bushido*. Phone: Martin, evenings, Harpenden 2764. Modules for sale, evenings, Harpenden 63887. Ask for Cyril.

RPG Clwyd
Desperate beginner, 20, wants to meet players and DM in Clwyd area, particularly Wrexham and Chester. *Traveller, D&D, Star Trek* and others. Anyone interested write to P O Box 70, Wrexham, Clwyd.

Middle Sea
Success of the fantasy campaign Minervie, has led to the game of Middle Sea. Places available for Barbarians, Necromancers, Demonlords, Beastmasters and many more. Write/phone for information to Richard Alun, 36 Marchbank Gdns, Balerno, Edinburgh EH14 7ET. 031 449 5634.

Scenarios
To anyone who is thinking of or has bought one of my scenarios [*WD40*], I regret to inform you that due to demand, they will now cost 30p each. Yours, Alex Begg, 2 Clarendon Crescent, Leamington Spa, Warwickshire.

Chester
Are there any *AD&D* clubs in the Mold/Chester area willing to adventure with an experienced 14-yr old. Able to play other FRPs. Contact: Zembo Kalas, 10 Bannel Lane, Buckley, Clwyd. Tel: 544131.

US Pen Pal
US Gamer wishes to make contact with fellow gamers across the Atlantic. Have lots of games, magazines etc, available to trade as well. Huge list sent upon request. HM Levy, Box 197-WD, East Meadow, NY 11554, USA.

AD&D Northwood
Adult *AD&D* Group looking for additional players age 20+ from Watford, Harrow, High Wycombe, NW London area. Games played several Sunday afternoons each month beginning at 2.00pm. Contact: Harry, Northwood 24743 evenings.

Postal Space Opera
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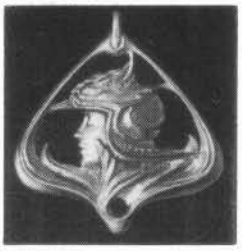

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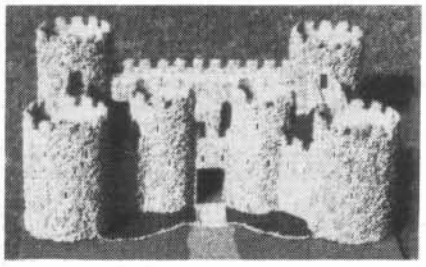

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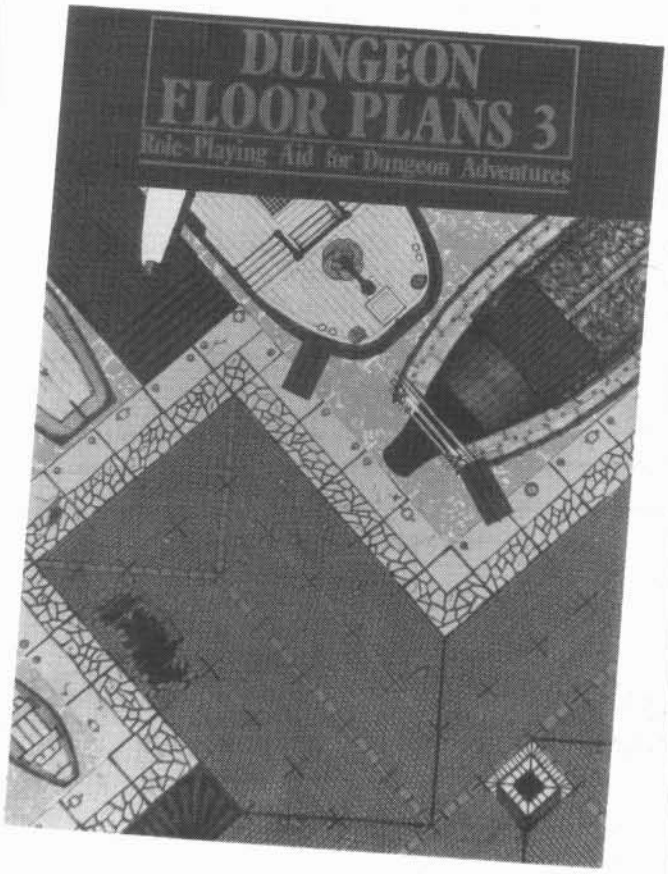

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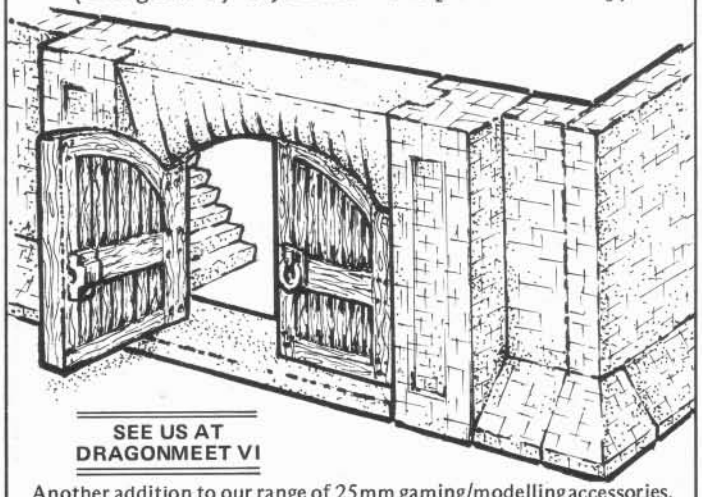

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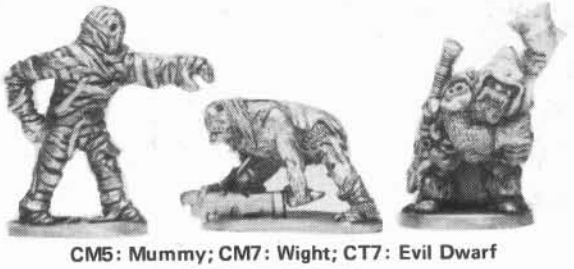

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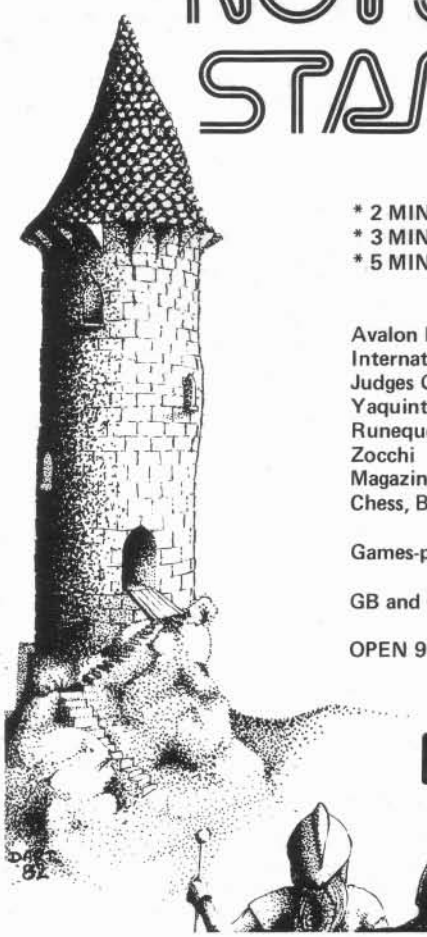

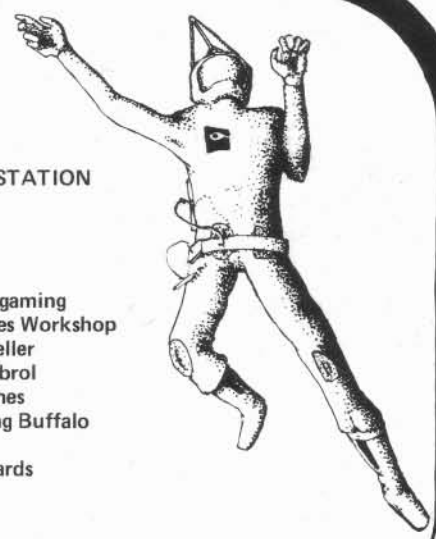

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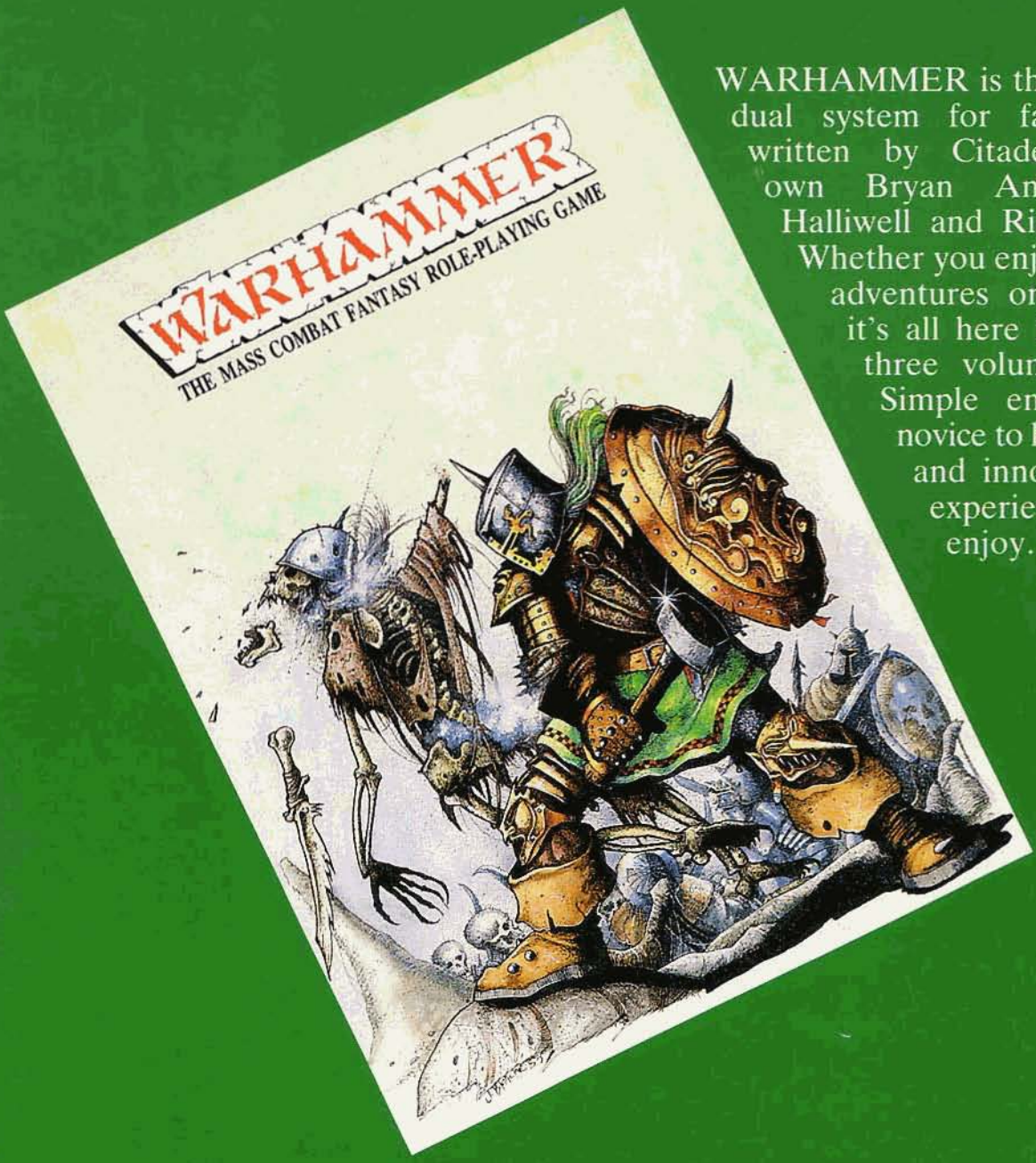

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